

Shock Force

Battles in the Remnants of America

by
Aaron L. Overton and Thomas J. Talamini

Second Edition

demon blade

WAR ENGINE

Shock Force: Battles in the Remnants of America

Second Edition

by Aaron L. Overton

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-Aaron

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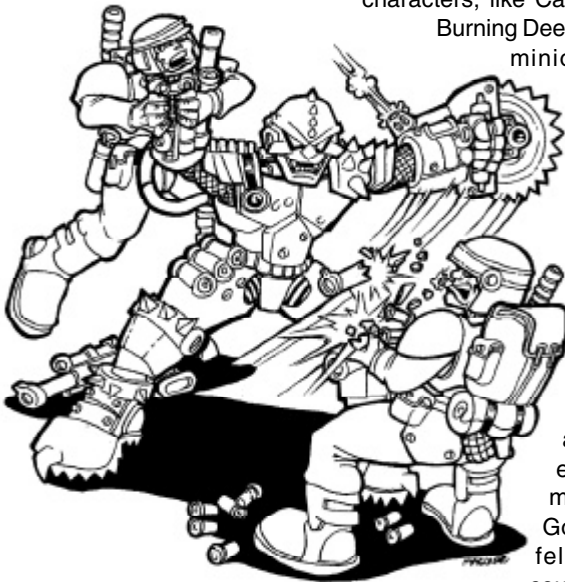
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Introduction to Shock Force

Shock Force: Battles in the Remnants of America captures all the action of battles between seven factions of future Americans as they wrestle amongst themselves for control of what remains. A Shock Force game is a fast and furious battle between opposing forces that blaze away in dramatic firefights and desperate close assaults, complete with heroic leaders, grizzled veterans of countless conflicts, and terrified rabble troops prepared to run at the first opportunity. You determine the strategic and tactical maneuvering of your force, guiding them to either glorious victory or bitter defeat.

Players in Shock Force control figures representing individual combatants, either heroic characters, like Captain Jack Robertson, Jr., Chief Burning Deer or Darkwhisker, or their soldiers, minions, and followers, like the



Megacom Tac Troopers or the Mutant Hordes. Following the rules presented in this book, each player takes turns moving groups of his figures and declaring their attacks. How far the figures can move, how strong their attacks are, and how likely they are to survive other figures' attacks are determined by characteristics detailed in the Forces section. Dice rolls made at the time of attacks add an element of chance and luck making it possible for the lowliest GothRat broodling to occasionally fell the greatest of heroes. Of course, the hero will almost certainly

escape such inauspicious destruction, but that's why there are other heroes, right?

For those of you that care about that sort of thing, this game is designed with 28mm figures in mind, the sort that puts a typical human at a little bit more than an inch tall. DemonBlade Games makes a whole range of figures for Shock Force based on the troop types and characters presented in the Forces section. Once you get the hang of Shock Force, you can also check out the WarEngine section of this book that tells you how to bring other models into the fight, including the figures DemonBlade produces for other games. The WarEngine is designed to be readily adapted to any genre so that the only barrier to infinite expansion of your games is in your imagination.

The dice we use in this game are always the normal six-sided kind. If you've never seen any type of dice other than the kind that comes in the typical game you buy at the toy store, don't worry about it. That's the kind we use.

We're not really going to get into fiddly details about time and ground scale, but for those of you that find such things important, each figure represents a single combatant

and a typical Megacom Tac Trooper stands about six feet tall. Each turn in the game represents about ten to fifteen seconds of real time, although that's dependent on what you direct your force to do, rather than a hard and fast rule. The important thing is really that however long the game would have taken in real time, you've had the opportunity to have your force clash with your enemies and either roar with victory or slink away in defeat.



With that basic explanation in mind, let's delve right into the rules and show you what you have to do to play Shock Force!

Setting Up the Game

Like any game, there are a few things you have to do before you play. You each need to pick out figures to represent your force. You need to lay out some scenery on a playing surface over which your forces will fight. Finally, you need to place your forces in their starting positions. Dice and a tape measure readily at hand, you're then ready to go.

Your Force

How do you know what figures you and your opponent control? You could just each pick out a few figures that you think are particularly cool, making sure you each have roughly the same number, and go with that. The first couple times you play, you probably ought to do just that to get used to the rules. Once you get the hang of it, though, you'll probably want some way of making sure you each have forces that are about even so you can tell which of you really did a better job of controlling your force. For that, we have a point system.

Each figure in your force is worth a number of points. The Force lists later in this book give each figure's basic cost in points. There's also a way to further customize your figures by adding tweaks. Tweaks are edges and flaws that adjust the cost up or down according to how good or bad the effect the tweak has on the figure's performance in Shock Force. Each player picks out figures, adding up the point totals, until he has some set number of points. A decent sized conflict will have each player taking about 4000 points worth of figures, but the game can be played at most any size with anywhere from two to six players getting involved. An example of selecting a Force is given in the Force section so you can see how it's done.

Setting the Stage

War games are different from board games in that there is no preset board on which

you play, although for simplicity's sake we'll call it a board anyway. Instead, the players take a convenient flat place like a kitchen table, the floor, or whatever and litter it with stuff to represent the scenery where the figures are fighting. You really need to use a space at least three feet in both directions so there's room to move your figures around. Bigger games will of course be better with more space, but you'll seldom need more than about six feet by four feet.

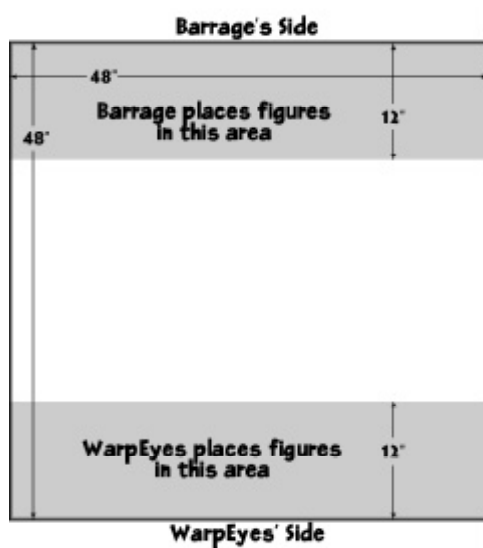
Veteran wargamers will have built model buildings and have all manner of scenery available, similar to that used by model railroad enthusiasts, but typically with more flat places so the figures have someplace to stand. If you're new to war games, simply use your imagination and do things like use books for buildings and hills, toy cars, wadded up sheets for glacial ice floes and that sort of thing. The key to a good game is to have lots of scenery so figures can hide behind stuff as they move forward, establishing good firing lines and covering the advance of their assault troopers that will flush out the enemy. Proper use of cover is critical to the survival of your troops, so if you're not sure whether to add one more building or clump of trees, go for it. Be creative!

Placing Your Force

Each player takes turns placing his figures on the board, the slowest figures being placed first. If you take a look at the chart in the WarEngine section, you'll see that the Movement characteristic for each figure is a multiple of three inches, the minimum being zero for figures that can't move (like bunkers or Megacom medium PAK weapons or gun turrets.) Movement is abbreviated like this: Mv 9". That means the figure can move nine inches each turn.

All the figures with Mv 0" get placed first. Then all the figures with Mv 3" get placed. And so on, until all the figures have been placed. If both players have figures that move at a particular rate, they should roll a die and the one who rolls lowest has to place his figures first. Here's where we get our first example:

Example: *WarpEyes* has figures with Mv 6", Mv 9" and Mv 15". *Barrage* has figures with Mv 9", Mv 12", and Mv 15". The slowest figures are *WarpEyes*'s, with Mv 6". *WarpEyes* places those figures first. Since they both have figures with Mv 9", they each roll a die. *WarpEyes* rolls lower so he places all his Mv 9" figures, then *Barrage* places all his Mv 9" figures. *WarpEyes* has no figures with Mv 12", so *Barrage* places those next. Finally, they roll again to see who places their Mv 15" figures first, this time *Barrage* rolls lower. So *Barrage* places his Mv 15" figures, *WarpEyes* places his Mv 15" figures, and they're ready for Conflict!



In a typical game, players take opposite sides of the board as their starting location. Their figures may then be placed up to 12" from the edge of the board on their own side. For example, let's say WarpEyes and Barrage are playing on a table that's four feet square. The diagram shows where they may each place their figures.

Playing the Game

Some Words We'll Use

Characters – Single figures that don't necessarily have to stick close to other figures are called characters. A Megacom Captain is a great example of a character. They can move independently of other figures without penalty.

Troopers – Some figures, like DeadTech Outlaws, Brethren laity, and the like have to stick together as groups. Figures like this are called troopers. Particularly powerful troopers are called elites.

Unit – A unit is the basic grouping in Shock Force. Your force will usually be made up of many units. Units are most often a number of troopers that all move and attack at the same time. A character operating singly is also a unit. Sometimes, a character will join up with several troopers to help them attack or keep them from running away. While the character is leading the troopers, they are all considered a single unit.

Leader - Most units have a leader. For a unit to be considered controlled (more on that in the Check Control section below) they must have a leader. There is a very specific way to determine the leader of a unit. The figure in the unit with the highest Mental is the leader. If there is a tie, then the one of those with the highest Control Radius is the leader. If you still have a tie, then the one of those who was closest to the previous leader before that leader was destroyed becomes the leader. If there's still a tie, then you can pick whichever one of them you like. So to recap:

1. Highest Mental attribute
2. Highest Control Radius
3. Closest to Previous Leader When Destroyed
4. You Pick

The Game Turn (Short Version)

One full turn in Shock Force consists of four steps, followed in this order: Initiative, Conflict, Follow Up, Rout. Both players are involved in each step. By far, the most involved step is the actual Conflict step.

We'll go over the basics of each of these steps now so you understand what happens and when.

Initiative

This step is simply the step of deciding who goes first. Each player rolls a die and the highest roll gets to decide who goes first. Sometimes, if your figures are all right where

you want them to be, you might have reason to make your opponent go first. If that's what makes sense, go for it.

Conflict

Conflict is the step when the players take turns activating units until both players have activated each unit in their force one time. Activating a unit simply means that you have the unit do all the moving and fighting it can do. As we said before, the Conflict step has other steps in it, but we'll come back to that after we explain Follow Up and Rout.

Follow Up

During the Conflict step, sometimes things happen that either don't take effect right away or are really nasty and affect their target more than once. For example, if a Megacom Gunner uses his flamethrower to roast a mutant, he might burn to a crisp right away or he might light up and thrash around a bit before expiring. Or a soldier might toss a time bomb into a shack that won't explode on impact, but will tick for a moment before setting off. When something happens in the Conflict step that has some such timed effect, you check the results during the Follow Up step.

Rout

Rout is a shorter way of saying running away. In the Rout step, you check to see if any of your units are too scared and run off.

The Game Turn (Long Version)

Now, we'll cover the game turn in more detail so that you can refer back to the previous section to see exactly what happens when.

Initiative

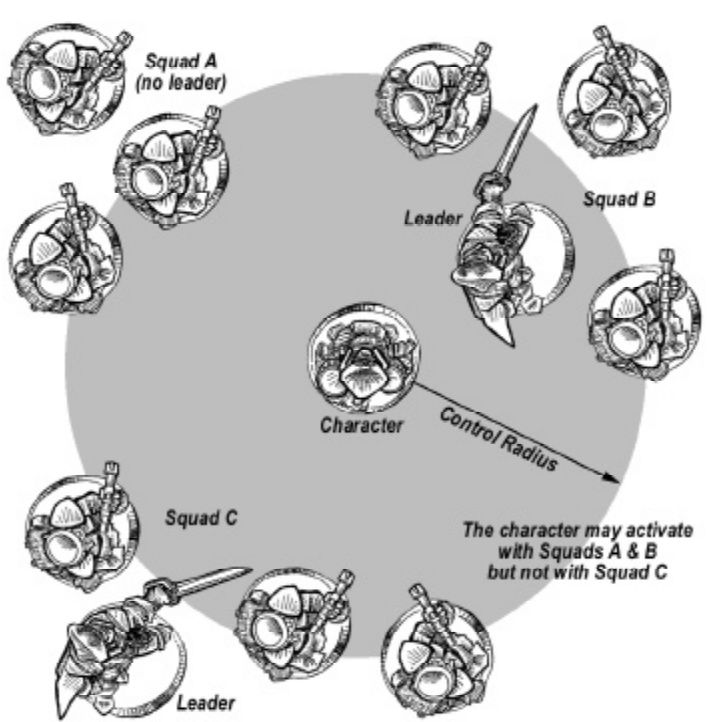
To recap, initiative decides who goes first. Each player rolls a die and the highest roll gets to decide who goes first. In a game with more than two players, the highest roll gets to decide when he'll go. He need not go first, but can choose to go later in the activation order. Then, the second highest picks when he'll go, and so on until everyone has picked a spot in the activation order. This activation order is kept for the entire turn until you get back to the Initiative step on the next turn. As with any roll to see who goes first, in the case of a tie, simply roll again to resolve the tie.

Conflict

The Conflict is a big step. This is the step when most of the game is played. It is broken into several smaller steps that are handled repeatedly, unit by unit, until every unit on the board has had an activation. When it's your turn to activate a unit, you will first pick the unit you are going to activate. This can be any unit on your side that hasn't already activated this turn. Once you've picked the unit, you follow these steps for the unit, all of which will be explained in further detail below: Activate, Remove Reserve, Check Control, Perform Actions, Check Control, Deactivate.

Activate

Remember that we defined a unit as either a number of troopers that start the game as a single group, a character acting alone, a single vehicle or monster, or a group of vehicles or monsters that started the game as a single group. There is one other special case, when a character activates with a unit of troopers as a single unit. If you have a character that hasn't activated and a unit of troopers that hasn't activated, and the leader of the troopers is within the control radius of the special, you can activate them together as a single unit. They are then considered a single unit until the next time you want to activate the character, the unit, or the two of them together on the next turn.



This diagram is there to help explain how that works.

If the unit has no leader left on the board, the character only needs to have any single figure in the unit within his control radius.

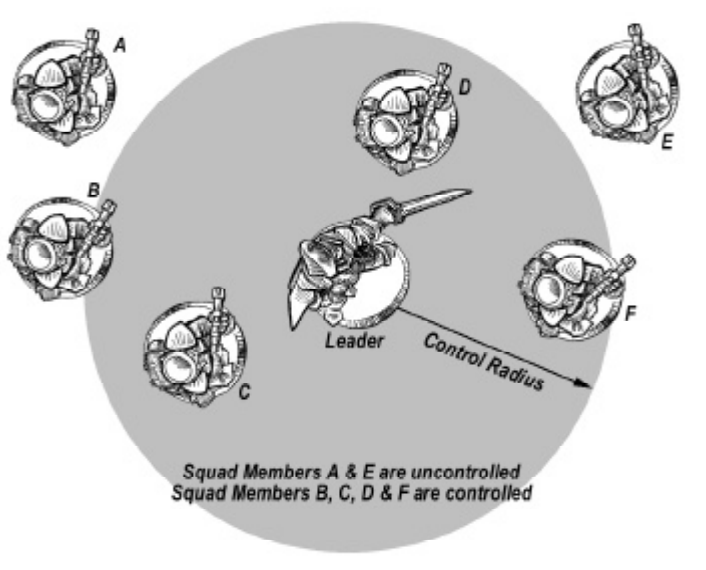
Remove Reserve

As will be explained below, when a figure is done with his actions, he can put one of his unused weapons, if he has any, on reserve, shown on the board by placing a reserve marker next to the figure. In this step, any reserve markers that haven't been used are removed.

Check Control

Figures have a characteristic called Control Radius (CR). Troopers don't usually have one unless the figure is a unit leader or you have figures that have a very strict pecking order, like Megacom Tac Troopers.

Characters usually do have a Control Radius. This is a characteristic that shows how far away another figure can be and still be controlled. During this step, you measure from the leader to each other figure in the unit and see if they are within the Control Radius of the leader. Figures that are not in the Control Radius are considered to be uncontrolled until the next time you check control. Uncontrolled figures aren't as good at what they normally do. To reflect this, any time you roll dice for an uncontrolled figure, treat every six rolled as a five. So, if an uncontrolled figure rolls three dice to attack an enemy figure and rolls a 6, a 4 and a 2, the roll is added up as 11 instead of 12. This can make all the difference between destroying your enemy or not! Here's a diagram to demonstrate how you check this:



Characters, monsters, and vehicles acting alone never need to check control and are always considered controlled.

Perform Actions

One at a time, you perform all the actions of each figure in the unit. There are a few basic actions the figure can take: Move, Attack, and Reserve Attack. Each of these is explained below in more detail. You can take as many actions with that figure as you like in any order (except Reserve Attack, which always ends the figure's turn) until you are unable to perform any more actions. For example, if your figure has 9" of movement and three weapons, you could move 2", attack with one weapon, move 4", attack with

another weapon, move 3", and reserve the attack of the third weapon. You need never use all your movement or all of your attacks for a figure. Sometimes, the best thing to do is simply to reserve an attack and do nothing else.

Move

To move a figure, tell your opponent where you are moving and measure the distance from where you are to where you are going. You can move the figure a number of inches up to the Movement characteristic every turn. You may move several shorter distances, stopping to perform other actions as desired as long as the total movement per turn for the figure does not exceed the total movement allowed for the figure. If you are moving your figure in such a way that along the path of the movement one of your opponent's figures can 'see' your figure, your opponent may require you to pause before your movement is complete while he attacks your figure with reserved attacks. For one figure to 'see' another, it must have what we call 'line of sight' to the target figure. This is explained more completely below.

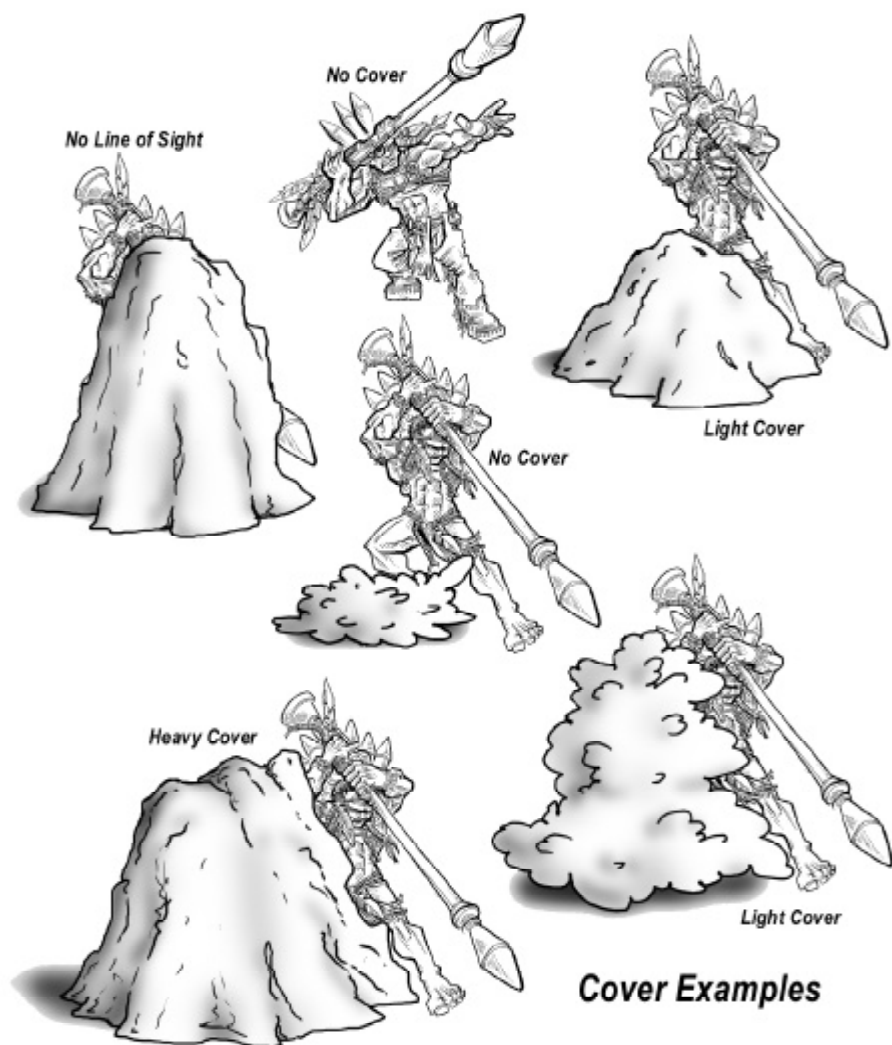


Line of Sight

Line of sight is very important in making attacks. A figure has line of sight to another figure if the figure sighting is able to see the other figure. You check this by leaning down and looking past your figure at the target figure. If you can see any significant amount of the target figure, you have line of sight. There is a certain amount of judgement call in this. Many figures are sculpted so that a weapon is raised over the figure's head or the figure is in a particularly flamboyant or heroic pose. In reality, the person would be crouching behind cover and staying out of sight whenever possible. Generally speaking, if you can see the figure's torso (in the case of a more-or-less human figure) the model is visible. Intervening terrain, like woods, buildings, walls, fences and so on, will block line of sight or provide defensive cover (explained further below.)

Cover

Cover is what we call all the "stuff" between a figure that is being attacked and the figure doing the attacking. There are four levels of cover: No cover, light cover, heavy cover, and entrenching cover. No cover is exactly that – if nothing is available for a figure to hide behind, the figure has no cover. Light cover is considered to be either softer objects like bushes, trees, chain-link or wooden fences and so on, or heavy cover that obscures less than half the figure from its attacker. Heavy cover is more solid objects, like a stone wall, rubble, cars and other similar objects. Entrenching cover is heavy cover that is a prepared defensive position, like a foxhole, a trench, or something similar. Cover is critical to the survival of your figures because the defensive bonuses for being in cover are substantial. Before the game begins, you and your opponent should make sure you both understand which features of the board are what type of cover. The diagram on the next page should help you understand how to interpret cover bonuses.



Attack

A figure may use any of its attacks at any appropriate point during its turn. Close combat attacks are attacks with weapons that have no Range value. Ranged attacks are attacks that do have a Range value. Attacking with either kind of weapon is very similar, although there are some slight differences in certain modifiers that may affect the success of the attack. To make a close combat attack requires that you have moved your figure such that the bases of the figures are touching, what we call 'base-to-base contact.' To make a ranged attack, your figure must have line of sight to the target and be within range of the target. To determine if your figure is within range of your target, measure the distance from your figure to the target figure. If the number of inches is less than or equal to the Range value of your weapon, you are within range. You may not make ranged attacks if you are in base-to-base contact with an enemy figure.

Assuming your figure is within range (or in base-to-base contact for close combat attacks) and that you have line of sight to your target, you look up your weapon's Attack Value, adjust the number of dice according to the chart below and roll the dice. Your opponent looks up his figure's Defense Value, adjusts the number of dice according to the other chart below, and rolls his dice. Comparing the two numbers, if your attack roll is higher than your opponent's defense roll, the target figure is considered destroyed (unless the figure has Hero Points, a case we explain right after the charts) and is removed from the board. You may want to leave it on the board laid on its side where it was killed, as some Special Powers can effect killed figures. It can be fun to see the slain figures strewn before your victorious force, too! If your attack roll is less than or equal to your opponent's defense roll, the target figure is considered unharmed and is left on the board.

Attack Adjustments Chart

Bonus	Description	Notes
+1k0	Did Not Move	Figure did not move since its last activation or has not yet moved during this game. Involvement in close combat counts as movement.
+1k1	Massed Attack	Added for each figure using a reserve marker to assist in an attack. (see text for full explanation)

Defense Adjustments Chart

Bonus	Description	Notes
+1k0	Did Not Move	Figure did not move since its last activation or has not yet moved during this game. Involvement in close combat counts as movement. Did Not Move may not be combined with Heavy Cover.
+1k1	Light Cover	The figure is behind light cover, such as trees or hedges.
+2k2	Heavy Cover	The figure is behind heavy cover, such as brick walls or boulders. Heavy Cover may not be combined with Did Not Move.
+2k2	Entrenching Cover	The figure is in entrenching cover, such as foxholes, trenches, or prepared fortifications.
1s to 2s	Type M Figure	Medium vehicles and monsters treat all 1s rolled as 3s
1s, 2s to 3s	Type H Figure	Heavy vehicles and monsters treat all 1s and 2s rolled as 3s

Although it is also discussed in the WarEngine section where we tell you how to build your own troops, it's worth explaining now the difference between rolled and kept dice. Many attributes like Attack Value and Defense use values like 2k2 or 4k3. The 'k' stands for 'keep.' You roll the number of dice before the 'k', but keep only the number of dice after the 'k,' usually the higher ones. For example, if you have a Defense of 4k3 and roll four dice getting 6, 4, 3, and 1, you would keep the three best for a score of 13.

Adjustments from the charts refer to values like +1k1 or -0k1. This means you add or subtract from the rolled or kept dice as appropriate. So if you have a Defense of 4k3

and are in light cover, a +1k1 bonus, you would actually use 5k4, rolling five dice and keeping the best four. While the adjustments may very well have you roll more than five dice, no matter how many you roll, the number of kept dice is never more than five.

Figures with Hero Points

Some figures are tougher, nastier, and more effective in combat than usual. Some can take hits that would outright kill another man and keep going. This is represented by Hero Points. As you will see in the WarEngine, any figure can have Hero Points, although troopers will typically have less than characters, if any at all. Hero Points cost four points apiece when you buy them for your army, and besides the limit per figure, there is also a limit as to how many a force can have. This is because Hero Points make a figure significantly more survivable.



When a figure with Hero Points attacks or is attacked, you still roll the dice the same as you would in any other attack. The only difference is that the figure may use Hero Points to adjust his attack or defense roll upward in order to either survive an attack that would have killed him or take out an opponent that would have survived. The attacker applies Hero Points to his attack roll before the defender applies Hero Points to his defense roll, although both attacker and defender roll their dice before adding any Hero Points. Normally, this means the attacker can choose to increase his attack roll to higher than the defender is capable of increasing the defense roll, guaranteeing a kill.

Example: *Lt. Wright (Df 4k4) is shot at by a Bear Totem Warrior armed with an Earthshaker Cannon (AV 5k4). Lt. Wright rolls 6, 4, 2 and 1. Since he keeps all four dice, his total is 13. The Totem Warrior rolls 6, 6, 5, 3, and 2. He keeps four of these dice, so his total is 20. If Lt. Wright was any normal person, he'd be blown to pieces, but as a more heroic individual he has 10 Hero Points. The attack roll of 20 minus the defense roll of 13 leaves a discrepancy of seven, so Lt. Wright uses 7 Hero Points to increase his defense roll to 20 and survives, leaving him with 3 Hero Points for future conflict.*

Another Example: *Lt. Wright (Df 4k4, 3 Hero Points remaining) is attacked later in the game by Three-Legged Dog (8 Hero Points,) a heroic Tech Shaman armed with a Desert Wolf Assault Blade (AV 4k4.) Three-Legged Dog rolls a 13 on attack, and Lt. Wright rolls a 15. Three-Legged Dog chooses to enhance his attack by using 6 Hero Points, bringing his attack roll to 19. Since Lt. Wright has only 3 Hero Points left, he can only increase his defense roll to 18, which is still not enough to survive. Lt. Wright dies a horrible death at the hands of Three-Legged Dog, who still has 2 Hero Points remaining to use in future combats.*

Massed Attacks

The Attack Adjustment chart shows bonuses for massed attacks, but requires a bit of extra explanation. A massed attack is when multiple figures team up to make a stronger attack than they could normally make. One figure is determined to be the primary

attacker and the basic attack roll is based on that figure's attack. The secondary attackers are friendly models in the same unit that have available reserved attacks. It's worth repeating that all the attackers must be in the same unit. A character leading a unit of troopers may therefore participate in the massed attack as long as he activated with them in their last activation. All attackers involved in one massed attack must be attacking with the same type of weapon - either all ranged weapons or all close combat weapons. So a figure with a hatchet could help a figure with a sword attack, but a figure with a rifle could not.

The primary attacker makes his attack as normal, but for every secondary attacker assisting he gets an extra +1k1 on the attack roll. However, the most dice that can be kept is twice the number the attacker would normally get, or five dice if the attacker could already keep three or more.



Example: A unit of three Vengequan (AV 2k2) and a Totem Warrior (AV 3k2) are a few inches away from Org Capo Vertucci (Df 5k4) and want to have at least some chance of taking him out. The first Vengequan moves into base-to-base contact with the Capo, but reserves his attack. Next, the second and third Vengequan do the same. Then, the Totem Warrior moves into base-to-base contact with the Capo (yes, it's kind of crowded now) and attacks. The other three Vengequan use their reserved attacks to assist. The master slave would roll $3k2 + 1k1 + 1k1 + 1k0 = 6k4$ for the attack. The first two Vengequan each contribute +1k1, the third only contributes +1k0 because the Totem Warrior may only double his number of kept dice.

Another Example: Four Brethren with shotguns (AV 3k3) and an Elder with a club (AV 2k2) have their attacks reserved when our friend Vertucci (Df 5k5) comes racing around the corner. One of the Brethren uses his reserved shotgun to shoot at Vertucci. The other three Brethren with shotguns assist by firing, too. The Elder can't help because his reserved attack is a close combat attack, not a ranged attack, although he presumably is yelling something like, "Get 'em, boys!" and pointing. The Brethren will get a single attack of $3k3 + 1k1 + 1k1 + 1k0 = 6k5$. This time, the last Brethren only provides a +1k0 bonus because the attack may never keep more than five dice.

Firing into Close Combat

Sometimes it may be a great idea to shoot at two figures engaged in close combat, like when they are both enemies or if you don't really care whether you kill your own broodling or not. It is perfectly acceptable to shoot at figures in close combat with one another. If

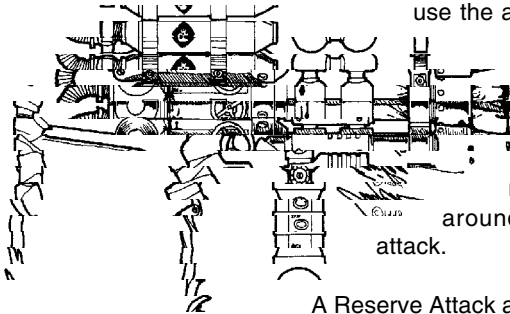
you do, roll a single attack roll. The attack affects a number of figures in the combat up to the number of kept dice in the attack roll. If less dice are kept than there are figures in the combat, randomly determine which figures are affected. All affected figures roll their defense as normal. Figures in close combat may not benefit from the “Did Not Move” defense adjustment.

Leaving Close Combat

There is a special out-of-sequence time that figures may attack enemy figures. If you want to move your figure out of base-to-base contact with an enemy figure, you are allowed to do so as part of a Move action. However, the enemy figure will get to immediately use any and all of its close combat attacks on your figure. These are extra attacks – the enemy figure does not lose any of its attacks when it subsequently activates. If your figure survives these attacks, it may move away normally. If you are in combat with multiple opponents, they may not use a massed attack, but rather must use their attacks individually.

Reserve Attack

A reserved attack is an attack you have chosen to hold in case a better opportunity to use the attack presents itself between the time you reserve the attack and the next time the figure activates. A Tac Trooper waiting with a rifle, watching for something to move, or an Org with a blackjack lurking behind a corner ready to whack the next guy to peek around are both examples of a reserved attack.



A Reserve Attack action, if taken, must always be the last action a figure takes. If the figure has not used all of its weapons that turn, you may choose any one unused weapon to reserve. Place a marker of some sort next to the figure to show that it has a reserved attack and tell your opponent which weapon it is reserving. When this reserved attack is later used, the marker is removed.

To use the reserved attack, you simply interrupt whatever your opponent is doing and make the attack. If your opponent is attacking your figure and your figure has a reserved attack, you may use your reserved attack, but your attack is simultaneous with your opponent's. You have to announce the reserved attack before your opponent's attack is resolved – you can't decide to use your reserved attack just because the other guy killed you! Two such simultaneous attacks could very well result in both figures being destroyed.

There are some limitations on when you may use a reserved attack. You may only use a reserved attack under two circumstances: When you wish to use the reserved attack against the currently active enemy unit, or during your own activation of the figure's own unit.

The first of these is a little simpler. Your opponent is moving and attacking with a unit. If your figure has line of sight and has an attack on reserve with enough range, you may attack that unit. You may not use reserve fire to attack some other unit at that time.

The second circumstance is used when it is still your own unit's activation. You can move a figure up and put it on reserve, move and attack with another figure or figures in the same unit, then use the first figure's reserve fire. The most common reason for this would be in preparation for a Massed Fire attack, but other reasons (like "Oops, I wanted to attack with this guy first!") may present themselves.

Check Control

After all figures in the unit have finished performing their actions, you check for control again exactly as before. Any uncontrolled figures will treat any sixes rolled on their behalf as fives until the next time control is checked. Since figures rarely move closer to their leader when inactive, the next control check will be on the next turn when the unit activates and uncontrolled models will probably still be uncontrolled. Because of this, you will likely want to have your figures end their turn within the leader's control radius whenever possible.

Deactivate

This is pretty simple. Tell your opponent that you are done with that unit. It is then your opponent's turn to activate a unit.

Follow Up

Once all units have been activated once, the Conflict step is complete and the game progresses to the Follow Up step. To recap, the Follow Up step is when any kind of timed or continued effect takes place: Figures set on fire continue to burn, thrown grenades go off, regenerating characters gain back Hero Points, and so on. Most things that happen in the Follow Up step have little to do with your opponent. If there are any effects where order matters, use the same initiative order you determined in the Initiative step. Resolve the events, alternating just as you did with your units during the Conflict step. You may not use reserve attacks during the Follow Up or Rout steps.

Rout

The last thing that is done each turn is to check for Rout. A unit is never required to test for Rout more than once per turn. A unit is subject to a Rout test under either of the following circumstances:

1. The unit has had half or more of its figures destroyed since the beginning of the game and lost at least one figure this turn, or
2. The unit has lost its leader this turn and there is no leader to replace it. See the section above about Leaders if you need to recall what's required for a figure to be a leader.

To perform a Rout test, roll the dice equal to the Mental attribute of the leader. If the roll is a 9 or less, the unit routs and is removed from the board. If the roll is a 10 or more, the unit is not frightened enough to run away and it remains in play without further effect. However, any unit with only one figure left where the remaining figure is either a trooper or an elite will rout automatically, regardless of its Mental attribute.

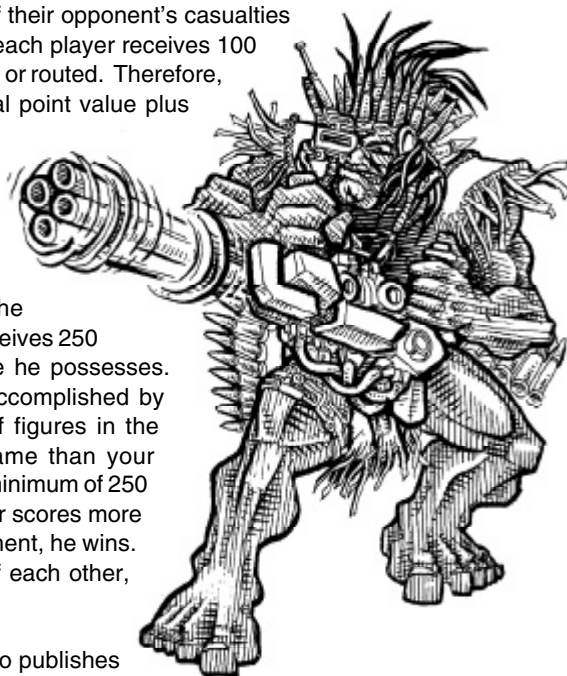
A special case may arise where a Rout test is taken and the total is 10 or more for controlled figures and 9 or less for uncontrolled figures (because the sixes rolled counted as fives for those figures.) In that case, the uncontrolled figures will rout and are removed from the board while the controlled figures do not rout and remain in play.

Victory

The most straightforward way to tell if you've won the game is that you've destroyed all your opponent's figures. This kind of 'last-man-standing' game is probably the most common. Much more satisfying, however, is to set up a scenario of some kind where victory is not dependent on complete destruction of the opposing force. For example, possession of a particular piece of scenery for two full turns makes for a fine scenario.

Alternatively, try this victory point system. It is based on games that last for a maximum of six turns or two hours, whichever comes first. In addition, it has been designed for games with between 750 and 1250 Points of Renown and between 2500 and 4000 Points of Force.

Each player totals the point value of their opponent's casualties whether by kill or rout. In addition, each player receives 100 points for each enemy unit destroyed or routed. Therefore, an enemy special is worth its actual point value plus 100 points, while an enemy squad of five troopers is worth its total point value plus 100 points. Figures purchased with Points of Renown are always considered individual units, even if the figure was used in conjunction with another unit for the entire game. Finally, each player receives 250 points for each quarter of the table he possesses. Possession of a table quarter is accomplished by having at least 250 more points of figures in the table quarter at the end of the game than your opponent. Every player receives a minimum of 250 points for playing at all. If one player scores more than 250 points more than his opponent, he wins. If the totals are within 250 points of each other, the game is considered a draw.



Of course, DemonBlade Games also publishes Figurehead Quarterly, an exciting gaming digest that includes scenarios with their own victory conditions that you'll want to try for yourself!

Personal Points

Before we get into how to create an entire force, we need to know how to build just one figure. The charts shown below take you step by step through this process. After this section, you will find the Forces section, devoted to force lists for the seven major factions of the Shock Force world, including troopers, vehicles, monsters, characters, and heroic personalities. The force lists will allow you to play an endless number of games without ever needing to build your own figures if you don't want to. However, part of the fun of WarEngine games is the ability to build characteristics for any figure you might have and want to use in a game.

To get started, we need to know what kind of figure we'll be building, whether it's a lowly trooper figure or a mighty, heroic character. That decision determines the figure's basic point value and how many tweaks the figure can include for customizing its abilities. How tweaks are used is explained further under the section on tweaks.

Here is the chart giving the options for a figure's type. Make a note of your selection and write down the number of points for the figure and the number of points' worth of Tweaks that the model may take. This will make a difference during game play.

Figure Type Table (T)			Max	Max
Code	Pts	Description	Tweak Pts	Hero Pts
T	2	Trooper	15	4
E	4	Elite	25	6
C	8	Character	60	12
L	10	Light Vehicle/Monster	15	4
M	20	Medium Vehicle/Monster	25	8
H	40	Heavy Vehicle/Monster	50	12

The remaining characteristics are summarized in the charts on the next page. After you select the figure's type, it's time to determine how fast the figure moves. It can move as little as 0" per turn or as fast as 24". Different figure types have different maximum Movement values, so this may limit your choices. Select your movement rate and write down this information.

After movement, the next characteristic is the figure's Defense. This will determine how well the figure can survive any number of different types of attack. You select the appropriate Defense value from the chart. Write down your selection and the cost in points to take that Defense value. As with Movement there are limitations on Defense based on the figure type you select.

Following Defense, you will select the figure's Mental value. Mental is primarily used in Rout tests, but is also used when defending from certain Powers, like Mind Control, or any other effect that depends on inner willpower for defense. In addition to Mental, you now also select a Control Radius if appropriate. Figures with a Control Radius can act as leaders of a unit. For basic troopers, you probably won't take a Control Radius, as they aren't really fit to lead, anyway. On the other hand, a unit where every figure has a Control Radius will never end up leaderless. It's also equally possible that a powerful character is unwilling or unable to lead others and will therefore take no Control Radius.

Movement Table (Mv)

Mv	Pts	Notes
0"	0	
3"	2	
6"	4	
9"	6	
12"	8	Max for Type: T
15"	12	
18"	16	Max for Type: E,C,H
21"	20	Max for Type: M
24"	24	Max for Type: L

Defense Table (Df)

Df	Pts	Notes
1k1	0	
2k1	4	
2k2	8	
3k2	12	Max for Type: T
3k3	16	
4k3	20	Max for Type: E
4k4	24	
5k4	28	Max for Type: C,L
5k5	32	Max for Type: M
6K5	36	Max for Type: H

Control Radius Table (CR)

CR	Pts	Notes
0"	0	
4"	2	
5"	4	
6"	6	Max for Type: T
7"	8	
8"	10	Max for Type: E
9"	12	
10"	14	Max for Type: C,L,M,H

Mental Table (Mn)

Mn	Pts	Notes
2k2	0	
3k2	2	
3k3	4	
4k3	6	Max for Type: T
4k4	8	
5k4	12	Max for Type: E
5k5	16	
6k5	20	
A	24	Max for Type: C,L,M,H Automatic

How many times have we heard a hero from some movie say, "I work alone." As before, write down the values selected and the points required.

Having chosen all of the personal characteristics for the figure, the last step to complete the Personal Points part of the figure is to determine what Tweaks, if any you choose to apply.

Personal Tweaks

Each figure, based on its type, has a number of points it may spend on tweaks. Tweaks are adjustments to the figure's abilities that customize how it performs on the battlefield. Tweaks that help the figure are called edges and make the figure cost more points. Tweaks that hinder the figure are called flaws and bring the point cost down.

The tweaks value listed on the Figure Type Table tells you how many points of edges and flaws you can take for the each figure. This includes any personal tweaks on the list below plus any weapon tweaks you may take when building the figure's weapons. There are also unit tweaks, but these apply to the unit as a whole and are not factored into the figure's maximum number of tweaks allowed.

A flaw worth -5 points reduces the figure's cost by five points and counts as five points' worth of tweaks. An edge worth +3 points increases the cost of the figure by three points and counts as three points' worth of tweaks. If a figure has both of these, it will have a total cost of two points less than it regularly would and will have used a total of eight points of tweaks.

If you are finding any of this confusing, you can always jump ahead and read the example we provide, where we go step by step through the entire process and build a new character.

The tweaks listed below apply specifically to the figure (as opposed to the figure's weapons.) The letters listed under each tweak indicate any limitations on which figures are allowed the tweak. So, if the second line reads "C,H only," the tweak is only available to Characters, and Heavy Vehicles or Monsters. If no limitations are listed, the tweak is available to all figures.

Some tweaks are limited to certain factions. The two-letter abbreviations indicate which factions may use which tweaks. Those abbreviations are: Me - Megacom, V - Vengequan, O - Organization, G - GothRats, Mu - Mutants, D - DeadTech, and S - Scarlet Brethren. If you are building a completely customized force, you may of course feel free to ignore these limitations, or create new tweaks of your own. Just make sure you and your opponent agree ahead of time. Nothing ruins a game faster than an argument!

Flaws

-5 **Blood Rage**

Factions: Mu only

The figure is almost blind with the red fury and lust for combat that pumps constant adrenaline through its veins. The figure must always use its full movement to move directly toward the nearest enemy and must use as many of its close combat attacks as possible. If the figure still has movement remaining and its first target has been destroyed, it will continue to do this until it is out of movement and attacks. It may ignore vehicles and figures with the Cybernetic edge in favor of 'juicier' targets. When activated, roll a single die for the figure. On a roll of 1, the figure will move toward and attack the closest figure, friendly or otherwise, instead of the nearest enemy in exactly the same way as described above. The figure may not take ranged weapons.

-4 **Coup Counter**

Factions: V, G, Mu only

If this figure destroys another in close combat, it may not move or attack until after the next Follow Up step.

-2 **Glory Hound**

The figure is always looking for the most impressive target. If the figure chooses to attack, it must attack the available target with the highest base Defense characteristic. If more than one target qualifies, the figure may choose one.

-4 **Guiltridden**

Factions: Me, O, V, S only

Before making an attack against any Trooper or Elite, the figure must first pass a Mental test. If he fails, he starts thinking about the target playing with its children, doing charity work, feeding the homeless and so on. The figure's attack is cancelled and lost.

-8 **Hard Luck**

Once per game, a die roll made on behalf of this figure must be discarded and rerolled at the request of an opponent. The new roll stands, even if it's better than the original.

-10 **Kamikaze**

If this figure is attacked in close combat, it is automatically destroyed. If this figure makes a close combat attack or is a secondary attacker in a massed close combat attack, it is destroyed after the attack is resolved, regardless of the destruction or survival of the target.

-4 Monstrously Huge

Vehicles only

The vehicle is so enormous that it can't move under its own power. The vehicle must be deployed such that it is along the edge of the player's deployment zone furthest from the enemy, or in the center of the deployment zone if the deployment is such that the player begins surrounded. The vehicle may not take a Movement value. It may be moved, however, if the player uses other figures to move it. Each figure that moves into base-to-base contact with the vehicle may use leftover inches to assist in moving the vehicle. Every 9" of movement given up in this way generates 1" of movement for the vehicle. During each Follow Up step, total the number of generated inches and move the vehicle and all figures in base-to-base contact that distance in a single direction. The vehicle and figures may not be moved less than the total. The vehicle may never move more than 9" in a single turn.

-6 Obvious

The figure isn't really that good at hiding behind stuff. Light cover provides no bonus and heavy cover only provides a +1k1 bonus on Defense.

-12 Ponderous

The figure may only be activated every other turn.

-4 Poorly Trained

This figure never gets the "Did Not Move" Defense bonus.

-2 Stupid

Figures without Auto Mental; Factions: O, V, S, G, Mu, D only

This figure has a tendency to forget what it is doing. When the figure is activated, it must pass a Mental test or it will lose all actions for the turn.

-10 Summoned

The figure may only be brought into play by use of the *Summoning* Special Power. This tweak does not count toward the maximum number of tweaks points allowed by troop type.

-4 Trigger Happy

Figures with ranged attacks only

If this figure has a ranged attack on reserve, it must fire at the first figure to move within range and line of sight.

-4 Unwieldy

The figure may not enter or pass through terrain that provides a heavy cover or entrenching cover bonuses. Furthermore, the figure treats entrenching cover as merely heavy cover.

-8 Very Unwieldy

The figure may not enter or pass through terrain that provides cover bonuses.

-2 Vindictive

Once this figure attacks a target, it must continue to attack the same target with all subsequent attacks until the target is destroyed, leaves the figure's line of sight, or is out of range. The figure may not voluntarily leave line of sight of the chosen target.

Edges

- +1 Ballsy**
When this figure is not in cover, it gets +1k0 Defense.
- +6 Bushwhacker**
If the Bushwhacker figure does not attack during activation, he may reserve either all his ranged attacks or all his close combat attacks.
- +5 Butthole Sergeant**
Type: E, C with Control Radius only
Factions: Me, O, V, S, G, Mu only
If this figure is leading a unit that fails a Rout test, he makes an example of one of his followers to keep the unit from routing. Instead of removing the entire unit, only remove the figure closest to this figure.
- +4 Chain of Command**
The figure is able to effectively pass on the commands of its own leaders to its subordinates. If the figure is in a unit and within the Control Radius of the unit's leader, but is not itself the unit's leader, figures within the Chain of Command figure's Control Radius are also considered to be within the unit leader's Control Radius. If the figure is a character and within the Control Radius of a figure with *Force Leader*, figures within the Chain of Command figure's Control Radius are also considered to be within the Control Radius of the Force Leader. This effect is cumulative, so several figures with Chain of Command could potentially extend the Control Radius of a Force Leader or unit leader an extremely long distance.
- +3 Charmed**
Once per game, you may reroll one roll made on behalf of the figure. The new roll stands, even if it is worse than the original roll.
- +2 Cybernetic**
The figure gets a +1k0 Mental when defending from Special Powers.
- +2 Dodge**
This figure gets +1k0 Defense versus close combat attacks.
- +1 Eagle Eye**
The figure automatically detects figures with the Stealthy advantage.
- +4 Easily Controlled**
Type: T, E only; Factions: Me, O, V, S, D only
A leader at up to twice the leader's usual control radius may still control this figure. A leader may only control one other figure outside his usual control radius at a time.
- +1 Fickle Finger of Fate**
Type: C only
When the figure first activates, roll one die. The effects of this roll last until the figure next activates. If the roll is 1, 2, or 3, the figure is afflicted with the flaw Hard Luck. On a roll of 4, 5, or 6, the figure is blessed with the edge Lucky Bastard.
- +1 Flame Retardant**
This figure is immune to the effects of the *Immolation* weapon tweak.

+5 Flight

The figure is considered to be moving by flying just above the battlefield. It receives no bonuses for cover, but may ignore any cover used by its targets that would not provide cover from a raised position (such as low walls.) The figure may choose to move without the benefits (and disadvantages) of this edge, but loses 6" of Movement on any turn that it chooses to do so.

+5 Force Leader

Type: C only, one character per force only

The figure is the focal leader of the entire force and all within the force look to him even beyond their own direct unit leadership. Any uncontrolled or independent figure within the Force Leader's Control Radius, as well as any figure in a unit whose leader is within the Force Leader's Control Radius may use the Force Leader's Mental value when testing versus rout or Special Powers that target units. If the Force Leader is destroyed or routed, all figures that were able to make use of the Force Leader's Mental value at the time of his destruction or rout will be subject to a rout test in the Rout step of that turn.

+2 Frenzied

In close combat, this figure gets a +1k0 bonus on all attacks.

+6 Frother Command

Factions: Mu only

When this figure is leading a unit that contains Mutant Fiends or Frothers, any Fiends or Frothers in the unit gain the *Frenzied* edge and +3" Mv.

+2 Hardcase

This figure gets an additional +1k0 Mental on rout tests.

+1 Hyperactive Metabolism

This figure is immune to the effects of the *Poisoned* weapon tweak.

+10 Infiltration

At the beginning of the game, the figure may start the game anywhere on the board except in impassable terrain or areas specifically not allowed by a scenario being played. He may not start the game in base-to-base contact with an enemy figure.

+8 Inspiring Example

If this figure is leading a unit, that unit may reroll any failed rout test. If this second test fails, the unit routs anyway.

+8 Lightning Reflexes

The figure is very quick to react to changes in its surroundings. Weapons fired on reserve by this figure are considered as fast as Special Powers and Special Powers used by this figure supersede Special Powers used by enemy figures. Weapons fired as a normal attack by this figure supersede all reserved attacks and Special Powers.

+14 Lucky Bastard

Once per turn, a die roll made on behalf of this figure may be discarded and rerolled. The new roll stands, even if it is worse than the original.

+12 Lurker

Factions: V, G only

The figure gets an extra +1k1 Defense when in cover.

+0 Monster

Type: L, V, H only

The figure is considered a monster. Every figure of types L, M, and H must take this tweak or *Vehicle*.

+5 Random Mutation

Factions: Mu only

Unlike other tweaks, this edge may be taken more than once by the same figure. At the beginning of the game, roll two dice. One will represent the tens and the other will represent the ones. You must declare which is which before you roll. So if the tens die rolls a 4 and the ones die rolls a 2, your score is 42. Consult the below chart and apply the mutation to the figure. Only elites and characters may use mutations with a score above 50. Only characters may use mutations with a score above 60. If you roll such a score, simply reroll until you get a roll the figure is allowed. Some mutations will mean that the figure no longer fits the guidelines for its type, like a Trooper with a 12" move that receives a movement increase to 15". The figure still receives the mutation and still counts as its pre-mutation type.

- 11 Toxic Secretions, the figure gains +1k0 AV on close combat attacks
- 12 Third Eye, the figure gains the edge *Eagle Eye*
- 13 Oozing sores, the figure loses -3" Mv and drops one step down the chart for Defense (i.e. 4k3 becomes 3k3, 3k3 becomes 3k2)
- 14 Maw, the figure gains an extra 0" Range, 2k1 AV attack
- 15 Horns & Spikes, the figure gains an extra 0" Range, 2k2 AV attack
- 16 Superfluous Nipple, the figure has an extra nipple (no effect)
- 21 Enhanced Reflexes, the figure gains +1k0 Df and +3" Mv
- 22 Diehard, the figure gains the edge *Sole Survivor*
- 23 Blood Rage, the figure gains the flaw *Blood Rage* and loses all ranged weapons.
- 24 Massive Bulk, the figure gains +1k0 AV on close combat attacks and +1k0 Df
- 25 Wings, the figure gains the edge *Flight* and an 18" Mv
- 26 Pretty Colors, the figure is much more attractive (no effect)
- 31 Very Fast, the figure gains +6" Mv
- 32 Extraordinary Glow, the figure loses the edge *Stealthy* if it has it and ranged attacks against the figure are at +1k0 AV
- 33 Commanding Presence, the figure gains +4" Control Radius
- 34 Psychic Void, the figure may not be effected by Special Powers
- 35 Nerves of Steel, the figure gains +1k1 Mn
- 36 Warts, the figure has warts everywhere (no effect, except when dating)
- 41 Elongated Eyeball, the figure gains +1k0 on all ranged attacks
- 42 Lobotomized, the figure gains the flaw *Stupid* and loses -1k1 Mn and -2" CR
- 43 Battery, the first figure to come into base-to-base contact with this figure suffers a 2k2 AV attack before reserve attacks or Special Powers may take place
- 44 Shroud of Flies, the figure gains +1k0 Df
- 45 Venomous Secretion, one close combat weapon gains the *Poisonous* edge
- 46 Beautiful Plumage, the figure has feathers all over (no effect)
- 51 Savage Maw, the figure gains an extra 0" Range, 3k2 AV attack
- 52 Scaly Skin, the figure gains +1k1 Df
- 53 Long Arms, all close combat attacks gain the Long edge
- 54 Blinking, the figure gains the *Slippery* edge and during each Follow Up step, the figure may be moved up to 3"
- 55 Weapon Fusion, the figure gains +1k1 with a selected weapon
- 56 Pick any mutation with score below 50
- 61 Venomous Attack, the figure gains an extra 6" Range, 2k2 AV attack
- 62 Awesome Presence, the figure gains +6" Control Radius

- 63 Iron Skin, the figure gains +2k1 Df
- 64 Greased Lightning, the figure gains +9" Mv
- 65 Pick any mutation with score below 60
- 66 Pick any two mutations with score below 50

+12 Regeneration

Type: C only

During the Follow Up step, the character regains two lost Hero Points. This will not allow the character's Hero Points to go above his original amount. A character that has been destroyed will not regenerate.

+8 Remote Servo-Link

Factions: D only

The figure is equipped with cutting edge technology, specifically the Remote Servo-Link implant that allows greater control of a larger force and additional decision circuits for faster battlefield response time. The figure may act as squad leader for multiple units within its Control Radius with a limitation of sixteen distinct figures total. The figure also receives a bonus of +2" Control Radius.

+4 Scrounger

If the figure destroys another figure in close combat, he may scrounge any one of the killed figure's weapons by exchanging it for one of his own.

+8 Shapechanger

The figure has more than one overall profile and list of weapons. Build the figure as though it were two (or more) separate and distinct figures as normal. The only exception is that the combined figure may not have more Hero Points than is allowed by each troop type. For example, a character that can Shapechange into a light monster may not have more than four Hero Points. Each of the figures built may include tweaks up to the maximum allowed for its type. Both figures need not have Shapechanger, but changing to a form without Shapechanger leaves the figure in that form for the remainder of the game. The cost of the combined figures is the cost of the most expensive one. The figure may be deployed at the beginning of the game in either form. During each turn's Follow Up step, the figure may be changed to the other form.

+2 Sharpshooter

This figure gets +1k0 Attack Value on all ranged attacks.

+1 Slippery

This figure may leave close combat without being attacked by other figures.

+12 Sniper

When firing at a unit, the figure may forgo all movement to shoot at any figure in the target unit, not just the closest. Enemy figures still block line of sight.

+1 Sole Survivor

Type: T,E only

The figure does not automatically rout if it is the only remaining figure in a unit. Roll rout tests normally if the figure is the sole survivor instead of automatically removing it from the board.

+8 Stealthy

The figure may not be attacked while in cover unless detected or in base-to-base to contact with an enemy figure. To detect the Stealthy figure, the figure attempting to detect

must pass a Mental check. If the Stealthy figure did not move in its last activation or is in heavy or entrenching cover, the Mental roll has a -1k1 adjustment. If the Mental check fails, the attacker loses the attack and may not choose to attack a different figure. This Mental check must be rolled for every attack made against the Stealthy figure, even by figures that have previously detected him.

+12 Terrifying

Type: C, L, M, H only

Any unit fired upon by this figure from within 18" must take a rout test at the end of the turn, regardless of casualties. Any unit that has a figure within 6" of this figure at any time during the turn must take an immediate rout test. If this rout test is failed, the unit is immediately removed instead of at the end of the turn. No unit need ever take a rout test due to this ability and this figure more than once per game.

+8 Totem Leader

Vengequan Totem Shaman only

While the Shaman is in a unit of Totem Warriors of the same type, all Totem Warriors in the unit gain the edge *Tough*.

+4 Tough

This figure gets an additional +1k0 on Defense.

+4 Tracker

The figure and any figures in the same unit as the Tracker automatically detect *Stealthy* figures within 18" of the Tracker.

+4 Weapon Master

Type: T, E, C only

The figure gets one additional weapon slot that may be filled with a weapon from their available arsenal, subject to normal limitations regarding quantity of heavy and support weapons allowed. In the case of Characters, the additional weapon may be any weapon otherwise available to their force list.

+0 Vehicle

Type: L, V, H only

The figure is considered a vehicle. Every figure of types L, M, and H must take this tweak or *Monster*.

+8 Vehicular Commander

Types: L, M, H only

The figure is considered a character as well as a vehicle (or monster.) The points for the figure are taken from Points of Renown, but count toward the maximum vehicle/monster points allowed as well. The figure is still limited to tweak points and Hero Points based on its original type.

Hero Points

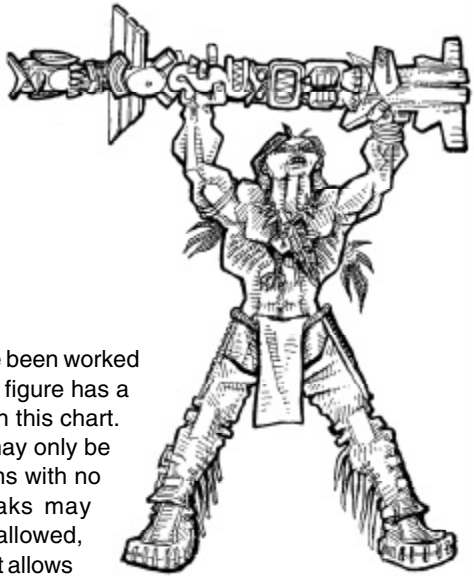
After all tweaks have been selected and written down, there is one more characteristic to calculate. This is the Hero Points that the figure uses to survive hideous amounts of damage that would kill a normal man outright. How you use Hero Points is explained earlier in the book in the Rules (Long Version.) Go back and review that section now if you feel you need a refresher. Hero Points cost four points apiece, and each troop type is limited in the number they may take. So a character with 8 Hero Points will cost 32

points more than usual. Remember that there are limitations on the overall force as to how many Hero Points may be taken. It's impossible to have every figure have the maximum number of Hero Points. In fact, it is unlikely more than a few will have any at all.

Arming Them

Weapon Slots

Now that the figure's Personal Points have been worked out, you can add weapons. Each type of figure has a certain number of weapon slots, found on this chart. As the chart says, the first weapon slot may only be used for close combat weapons (weapons with no Range characteristic.) Personal tweaks may change the number of slots a figure is allowed, most notably *Weapon Master*, an edge that allows the figure an extra weapon slot.



Weapon Slot Allowance

Type Slots Notes

T	2	Basic weapons only, except one of every three troopers in a unit (rounded down) may carry one heavy weapon
E	3	One heavy weapon, rest are basic only
C	4	One support or heavy weapon, one heavy weapon, rest are basic
L	3	Basic or heavy weapons only
M	4	One support weapon, rest are basic or heavy
H	5	All weapons allowed

The first weapon slot is for close combat weapons only. If no close combat weapons are taken, the weapon slot is lost.

Weapon Characteristics

The first step in building a weapon is to determine its range. For close combat weapons, skip over this and write down a dash to help you remember that the weapon has no range. Use this chart to determine the Range. Write down the selected Range value and make a note of the number of points spent.

Next, you select the weapon's Attack Value. This determines how effective the weapon is. As before, write down the selected Attack Value and the number of points spent. The

Range Table (R)

R	Pts	Notes
-	0	Close combat only
6"	6	
12"	10	
18"	14	
24"	18	
30"	22	
36"	26	
42"	30	
48"	34	
LOS	42	Line of sight

Attack Value Table (AV)

AV	Pts	Weapon Type
1k1	4	Basic
2k1	6	Basic
2k2	8	Basic
3k2	10	Basic
3k3	12	Basic
4k3	14	Basic
4k4	16	Heavy
5k4	18	Heavy
5k5	20	Support
6k5	22	Support

selected Attack Value also determines what type of weapon it is. This is important to note since the average trooper can't use the most powerful weapons. The Basic/Heavy/Support designation applies to both close combat and ranged weapons, so Elites (who may carry only **one** heavy weapon) could have a huge sword with up to AV 5k4 or a big gun with up to AV 5k4, but not both.

After picking the Range and the Attack Value for the weapon, you need to decide if this is an Area Effect weapon or not. Area Effect

means that the weapon is able to affect more than one figure at a time under the right circumstances. For example, grenades explode on impact, sometimes taking out a couple of guys when they do, and a talented swordsman with a two-handed sword may be able to slice off a couple heads with one mighty blow. If the weapon is not going to be an Area Effect Weapon, you can skip over this entire section and move straight on to the weapon's tweaks.

Area Effect is calculated slightly differently than other characteristics since it is a multiplier instead of a straight additional point cost. Select from the chart the maximum number of targets the weapon may affect. An Area Effect of 2x means two figures. Similarly, 3x means three figures and 4x means four figures. You then take the total spent on Range and Attack Value and multiply it by the amount shown on the chart. The result is the new total cost for the weapon, except for tweaks you may add later. Notice that the Area Effect multiplier is applied before you add tweaks.

Area Effect Table (AE)

AE	Mult	Notes
-	0	No area effect
2x	1.5	Two figures
3x	2	Three figures
4x	3	Four figures

Multiply the cost of the weapon by the above multiplier before applying any tweaks.

Example: Dogboy, a Mutant Freak, has scrounged a plasma gun that can shoot balls of plasma. He pays 14 points for an 18" Range and 12 points for a 3k3 Attack Value. He then decides he wants the plasma balls to explode at their target, so he selects a 3x Area Effect. The multiplier is x2, so the cost of his weapon before tweaks is $(14 + 12) \times 2$ thus 26×2 , or 52 points.

For Area Effect weapons, you also need to pick an Area Effect Type. This does not change the cost of the weapon at all, but defines precisely how the weapon affects multiple targets. Simply select the type you want for the weapon and make a note of it. An explanation of how each type of Area Effect works is found below.

Area Effect Type Table (AET)

Code	Description	Notes
CC	Close Combat	Close combat only
Ex	Explosive	Any weapon
Bu	Burst Fire	Ranged only
Li	Linear	Ranged only

How Area Effect Works

Generally, Area Effect weapons have a primary target and one or more secondary targets depending on whether it is a 2x, 3x, or 4x weapon. When attacking with an Area Effect weapon, the attacker selects an appropriate primary target, then one, two, or three secondary targets according to the Area Effect characteristic. The type of Area Effect determines which figures are eligible to be secondary targets.

Once the targets are determined, the attacker rolls his attack dice as normal. Then each defender rolls his defense dice separately, all comparing their defense roll to the single attack roll.

Example: Dogboy gets the opportunity to use his plasma gun (AV3k3, AE 3x Ex) on a bunch of menacing Thugs (Df 2k2) in a dark alleyway. He targets the closest one in the group as required when shooting at a unit. This is his primary target. The other two are both within three inches of the first thug, so they both become his secondary targets. Dogboy rolls a 9, kind of a weak roll for three dice. The Thugs roll 4, 7, and 11 as their defense rolls. The first two are killed, but the third survives.

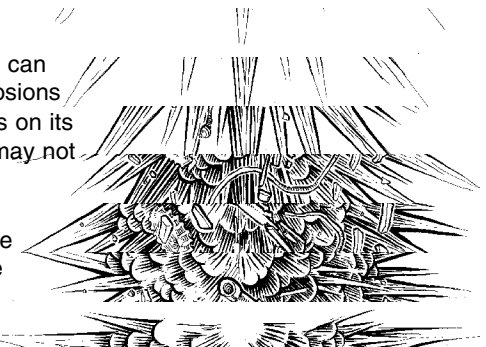
If an Area Effect weapon has a primary target and no appropriate secondary targets, or less secondary targets than its usual maximum, the additional effect is lost. You may not apply the Area Effect multiple times to the same target. Except for Close Combat area effect, Area Effect weapons will affect as many targets as allowed. You may not, for example, fire an Explosive area effect weapon at an enemy figure and choose not to affect the friendly figure standing right next to him if the friendly figure is an applicable secondary target.

Close Combat

Only close combat weapons, that is, weapons without a Range characteristic, can take the Close Combat area effect type. It allows the figure using the weapon to hit multiple targets in base-to-base contact with him. So if the figure's base is touching two enemy figures, the attack affects both of them. The attacker may always choose to affect less than the maximum number allowed by his Area Effect characteristic, which allows him to not destroy friendly models also in base-to-base contact.

Explosive

Both close combat and ranged weapons can take the Explosive area effect type. Explosions are impossible to control once the shot is on its way, so Explosive area effect weapons may not choose to affect less than the maximum number of targets, even if this means that a friendly figure will also get hit. For close combat weapons, this means that the effect is centered on the attacker. The primary target is the closest figure to



the attacker, up to a maximum of three inches away. The secondary targets are the next closest figure or figures to the attacker, again up to a maximum of three inches away. It doesn't matter if the primary or secondary targets are friendly figures. They would still be affected by the Explosive attack.

For ranged weapons, the primary target is selected normally. Secondary targets are then the figure or figures closest to the primary target up to a maximum of three inches away as long as the primary target has line of sight to the potential secondary target. Secondary targets not within line of sight of the attacker are treated as being in Heavy Cover for purposes of Defense Adjustments.

Example: The ever-popular Dogboy shoots off another round of plasma balls (AE 3x Ex) at another Thug. Within three inches of the primary target, there's another Thug, but since they were advancing around opposite sides of an eight-foot-tall metal crate, they can't actually see each other. Since the primary target can't see the other Thug, the second Thug cannot be selected as a secondary target. However, if a third Thug was behind the crate in view of the primary target but not visible to Dogboy, he would still be a valid secondary target, but would get the Heavy Cover Defense Adjustment.

Burst Fire

Only available to ranged weapons, Burst Fire weapons cause area effect damage by putting lots of ammo into the air all at once - enough to hit multiple targets if they are close enough to one another. The primary target is selected normally. Secondary targets are then the figure or figures closest to the primary target up to a maximum of three inches away as long as the attacker has line of sight to the potential secondary target.

Example: Frustrated by his inability to burn the Thugs with his plasma gun, Dogboy hauls out his newly discovered Mark IX Plasma Cannon that fires bursts of superheated plasma chunks (AE 3x Bu) and blazes away at the Thugs. The two Thugs on opposite sides of the metal crate are both visible to Dogboy and within three inches of each other, so one becomes the primary target, the other becomes the secondary target, and both are torn apart by the fury of his shots. The lurking third Thug that Dogboy can't see behind the crate is ineligible as a secondary target even though the other Thugs could see him and he was within three inches.

Linear

This type is also only available to ranged weapons. Linear weapons fire in a straight line, destroying all targets in the way until depleting their energy in multiple targets or reaching the limits of their range. Pick the primary target as normal. Secondary targets are the figures behind the primary target up to the maximum range of the weapon. Intervening terrain that would normally block line of sight to the secondary targets halts the linear shot, preventing any further secondary targets. Vehicles and monsters also will prevent the shot from affecting any further secondary targets.

Example: (Dogboy is very tired now, let's leave him alone....) Spike is carrying a Magneto-hurler (R 30" AE 4x Li) that propels two-foot-long, titanium-sheathed spikes through anything that gets in its way. In a very narrow corridor, a band of the seemingly endless supply of Thugs willing to throw their lives away attacking well-armed opponents rushes forward. Thinking back to what they witnessed with Dogboy, they have cleverly arranged themselves so there's at least four inches between each of them. Unfortunately for the hapless Thugs, Spike's Magneto-hurler is a Linear area effect weapon. He shoots the first Thug in the corridor. This is his primary target. The spike pierces the first Thug and slings down the corridor punching holes in the next three as well.

Hearing a noise behind him, Spike whirls and sees a Thugnaught clomping down another corridor at him, huge pincers clicking menacingly. Behind the Thugnaught (incidentally a Heavy Vehicle) are more Thugs urging it forward. Spike fires at the Thugnaught, but because it is a vehicle, the Thugs behind it may not be selected as secondary targets, so the Area Effect of his weapon is wasted on the shot.

Weapon Tweaks

Just as you can select tweaks for the figure, you can also select tweak for each weapon. Include these tweaks when determining the figures total tweak points.

Flaws

-3 Cybernetic Only

The weapon may only affect figures with the *Cybernetic* edge or vehicles.

-4 Fragile

The weapon has not been properly maintained or has been cobbled together haphazardly. When the weapon is fired, first roll one die. On a roll of 5, the weapon jams, fizzles, hiccups, wheezes or whatever, and fails to fire. The shot is wasted. On a roll of 6, the failure is more serious. The shot is wasted and the weapon may not be fired again for the remainder of the game. May not be combined with *One Shot*.

-1 Heavy Recoil

When this weapon is fired, move the figure firing it 1" away from the target. This counts as movement for purposes of the "Did Not Move" bonuses on attack and defense, but not for purposes of the *Move or Fire* flaw.

-5 Move or Fire

The weapon is unwieldy to use. It may not be fired if the figure moves in the same activation.

-10 One Shot

The weapon may only be used once per game. This flaw may not be applied to any weapon that already generates the same effect (such as a close combat weapon carried by a *Kamikaze* figure or a weapon with *Attack Nanite System*, which destroys the figure with its use.)

-2 Slow Attack

The weapon may never be placed on reserve.

-6 Slow Reload

The weapon may only be fired every other turn. May not be combined with *One Shot*.

-6 Volatile

The weapon has not been properly maintained or has been cobbled together haphazardly. When the weapon is fired, first roll one die. On a roll of 5, the weapon jams, fizzles, hiccups, wheezes or whatever, and fails to fire. The shot is wasted. On a roll of 6, the failure is catastrophic. The shot is wasted and the weapon may not be fired again for the remainder of the game. In addition, the weapon explodes and the figure carrying the weapon must defend versus the basic AV of the weapon or be destroyed. Hero Points may be used on Defense as normal. May not be combined with *One Shot*.

Edges

+8 Armor Piercing

Targeted type M and type H figures do not gain a defensive bonus of ones becoming twos or ones and twos becoming threes versus this weapon.

+25 Attack Nanite System

Factions: D only, Close combat only

The Attack Nanite System is a canister implanted into a corpse that has been fitted with only the most rudimentary of control systems. The carrier user has only one real goal: Get in close and detonate. Use of this weapon automatically destroys the attacking figure. Target figures are sprayed with specially designed nanites. These nanites are capable of massively rapid reproduction when introduced into a human host. Vehicles, monsters, and figures with the *Cybernetic* edge are automatically immune to the effects and do not need to even roll Defense against the attack. Other figures that fail to defend from the blast spend the remainder of the turn writhing in agony as they are infected, transformed, and finally killed by the nanite swarm. Until the Follow Up step, these figures may be targeted by friendly troops and are treated as having a Defense of 1k1. During the Follow Up step, the nanite swarm finishes its work and any of the target figures not destroyed become Field Actuated Troopers under the control of the user's force. These F.A.T.s immediately join any friendly unit whose leader has the F.A.T. within his Control Radius or may form a unit in themselves, at the user's discretion.

+6 Charging Weapon

Close Combat weapons only

When a figure first moves into base-to-base contact with an enemy figure, the attack with this weapon may treat all ones and twos rolled as threes as long as the attacking figure began its movement into close combat from at least half its Movement rate away.

+4 Entangling

Close Combat weapons only

The weapon entangles the target, preventing it from escaping and hampering its movements. The target may not leave close combat with the user, even if it has the *Slippery* edge. It also rolls Defense against further close combat attacks with a -1k1 penalty. These effects last until the target is destroyed, the user makes another attack with the Entangling weapon, the user is no longer in close combat with the target, or the user chooses to let the target go.

+2 Extra Bite

All ones rolled on attacks with this weapon become twos.

+4 High Explosive

This is available only to Explosive Area Effect weapons. The weapon uses a five-inch

radius from the original target figure instead of three inches.

+5 Highly Accurate

Attacks with this weapon receive a +2k0 Attack Value bonus.

+10 Ignores Cover

The weapon ignores all Light Cover and Heavy Cover Defense bonuses. Targets may take the Did Not Move bonus versus this weapon, even if they are in Heavy Cover. Entrenching Cover only provides a +1k1 bonus versus this weapon.

+12 Immolation

The weapon gets an additional opportunity to kill the target as its burning fuel (or some other caustic effect like acid, persistent flame, or the like) eats away at the target. During the Follow Up step, any target attacked with this weapon during the turn that has not moved to at least 3" away from its position at the time of the attack must defend from the attack again. The Attack Value used is the weapon's basic Attack Value. The Defense used is the target's basic Defense plus the usual bonuses. Failure kills the target and the figure is removed. On the Follow Up attack, figures with Hero Points may use them to increase their Defense, but not the attack.

+6 Long

Close Combat weapons only

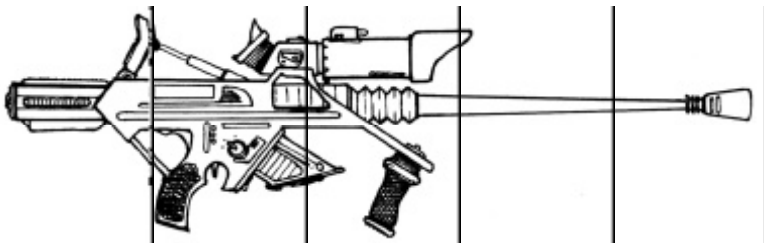
This weapon may be used in close combat against figures that are within 2", not just figures in base-to-base contact.

+12 Mental Attack

Targets defending from this weapon use their Mental characteristic instead of their Defense characteristic for the defense roll. No attack or defensive adjustments apply.

+5 Multiprofile

The weapon has more than one profile. In a particular turn, the weapon may only use one of the profiles. The weapon's cost is that of the highest profile plus the points paid for Multiprofile. Each profile may include weapon tweaks. The profile with the largest tweak point total determines the amount of tweak points used, not including the Multiprofile tweak, which is extra. This tweak can be used to represent a weapon that has different kinds of attacks available, like a huge club, which can either sweep attack several enemies or smash a single one with a more powerful blow. Alternatively, it can represent two or more weapons that are exclusive of one another in a particular turn, like a rifle fitted with a grenade launcher. For example, consider a rifle worth 25 points with 5 points of tweaks, and a grenade launcher worth 28 points with 3 points of tweaks. The combined Multiprofile weapon would cost 33 points (the cost of the grenade launcher plus five points for Multiprofile.) It would use up 10 points of the figure's total allowed tweaks (five points from the rifle plus five points for Multiprofile.) On any given turn, the figure could use the rifle or the grenade launcher, but not both.



+2 Parry Weapon

Close Combat weapons only

The figure wielding this weapon gets a +1k0 bonus on Defense when attacked by a close combat weapon.

+2 Piercing Attack

Attacks with this weapon receive a +1k0 Attack Value bonus.

+12 Poisoned

The weapon gets an additional opportunity to kill the target as poison (or some other noxious effect like toxic gas, disease, or the like) eats away at the target. During the Follow Up step, any target attacked with this weapon during the turn must defend from the attack again. The Attack Value used is the weapon's basic Attack Value with a -1k1 penalty. The Defense used is the target's basic Defense with no adjustments. Failure kills the target and the figure is removed. On the Follow Up attack, figures with Hero Points may use them to increase their Defense, but not the attack. This does not apply to vehicle targets.

+3 Sniper Scope

Weapon gets an extra 12" of range when shooting at targets in no cover. May not be used with Area Effect weapons.

+6 Thermal Scope

The weapon ignores light cover Defense bonuses.

+4 Transferable

When a figure carrying a transferable weapon is removed from the table, the transferable weapon may be passed to the nearest friendly figure as long as that figure is within 3 inches and is part of the same unit. The receiving figure loses its highest cost weapon in exchange. The receiving figure may not use the weapon until its next activation.

+9 Very Long

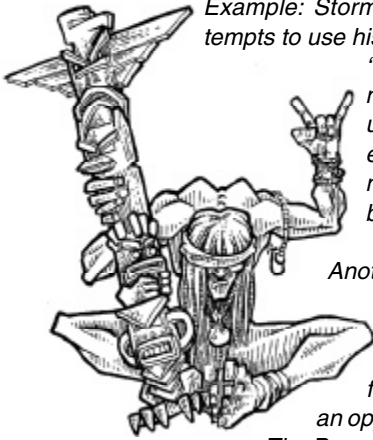
Close Combat weapons only

This weapon may be used in close combat against figures that are within 3", not just figures in base-to-base contact.

Special Powers

Weapon slots are also used for building Special Powers, like Mind Control and Teleport. Special Powers are built similarly to weapons except that they use their Attack Value differently to determine success or failure. What the Special Power actually does is determined by the Special Power tweak applied, so they always cost a little bit more than a similar weapon that does normal attacks. These tweaks are in list below.

Success and failure for Special Powers is resolved in one of two ways, depending on whether the target is willing or unwilling. Special Powers which affect the figure using the power or friendly figures use the Attack Value roll just like Rout tests use Mental. Roll the Attack Value and if the total is 10 or more, the Special Power works as planned. Special Powers which affect enemy figures use the Attack Value as normal, except that the target figure rolls using his Mental instead of Defense and normal Defense Adjustments do not apply.



Example: StormDancer, Vengequan Wind Spirit Shaman, attempts to use his Teleport power (AV 4k3) to teleport one of the 'Quan into close combat with a sniper on a nearby tower. Since the 'Quan is a friendly figure, he rolls 5, 4, 2, and 2. Discarding the lowest, he gets a total of 11. Since this is 10 or more, the 'Quan is instantly transported into combat with the surprised sniper.

Another Example: A raving Mutant Berserker with an Unholy Maul runs out of the woods, waving and screaming that he'll have StormDancer's liver for breakfast. Unfortunately, he can't run fast enough to get to the Shaman before he has an opportunity to fire off another Teleport (still AV 4k3.)

The Berserker has a Mental of 5k5 since he's too insane to be easily affected by that kind of stuff. The StormDancer rolls 6, 4, 3, and 3 for a total of 13. The Berserker rolls 6, 4, 3, 2, and 1 for a total of 16. His insanity saves him from being teleported away and StormDancer better come up with another plan fast.

As described above, the Special Powers listed below modify the actual effect of the "weapon." In most cases, such as Rally, it ceases to be a real weapon at all. The effects described assume the Power is used successfully. In some cases, there is still an effect if the Power fails. If so, the failure effect is also described. Otherwise, it is assumed that on a failure, nothing happens. Each Power may only be used once during the figure's activation and may be placed on reserve, just like a weapon. Unless otherwise stated, the user may target itself. There are a few important differences between normal weapons and Special Powers, detailed below.

Special Powers may always be used while in close combat, including against close combat opponents, even if they have a range characteristic. If used against a close combat opponent, it is treated as a close combat weapon for that use, so any tweaks that refer to close combat attacks apply. Special Powers may not be used in conjunction with Massed Attacks.

A weapon slot used for a Special Power may only have one Special Power and may not take other weapon tweaks, except *Multiprofile*. The *Multiprofile* weapon tweak will allow a figure to apply multiple Special Powers or a combination of weapons and Special Powers into a single weapon slot as normal.

Special Powers may not be Area Effect weapons. Some Special Powers are innately Area Effect in that they will affect an entire unit, such as Rally or Terror.

Unlike normal weapons, Special Powers placed on Reserve may be used during the Follow Up phase.

List of Powers

+10 **Actuate Casualty**

Factions: D only, Close combat only

The user performs a field installation of a crude DeadTech instrumentation device, the Necrolink Actuator, on the recently deceased corpse of a fallen enemy. The user must have just destroyed an enemy figure. If the Actuate Casualty roll is a success, the user must remain in base-to-base contact with the target figure until the Follow Up step. In the case of a failure, the corpse was too badly damaged for field actuation and is removed. The target figure is quite vulnerable to destruction by its former friends during this time, and is treated as having a Defense of 1k1. If neither the user nor the target figure are destroyed by the Follow Up step, the figure becomes a Field Actuated Trooper under the command of the user's force. It immediately joins any friendly unit whose leader has the F.A.T. within his Control Radius or the unit that created the F.A.T., at the user's discretion.

+15 **Adrenal Overload**

Factions: O, Mu only

The target figure will not die if it takes a killing hit until the end of the turn due to the incredible rush of adrenaline coursing through its body. If the figure would otherwise be killed, it may continue to carry out actions as normal and is only removed in the Follow Up step. It is removed even if any other effect would normally save him after the killing damage. Figures with Hero Points under the effects of this power require two Hero Points to raise a Defense roll by one. When the power is applied to a figure, it immediately loses all reserve markers and may not put weapons on reserve this turn. This power will not work on vehicles.

+5 **Astral Projection**

Factions: S, V only

The user sends forth a shadowy version of itself that acts as a remotely controlled other self. The projection appears within the Control Radius of the user, or in base-to-base contact with the user if the user has no Control Radius, and thereafter activates as if it was part of the same unit as the user. Additional use of Special Powers by the user may be considered to come from either the user or the astral projection. Other weapon attacks must still come from the user. The projection may move at the same Move value as the user. It is destroyed by any successful attack versus the user's Mental. It is immediately removed if the projection and the user are ever further apart than the range of the power or if the user is destroyed or routed. Special Powers may not effect the projection. The user may only have one projection active at a time.

+18 **Banish Manitou**

Factions: V only

Armed with the most ancient and powerful of 'Quan shamanistic lore, the Vengequan user forces the spirit of the target (animate or otherwise) to exit its physical form and flee. Hero Points may not be used in defense from this Special Power. If used successfully, the target is destroyed immediately regardless of Hero Points or other special defensive abilities.

+8 **Battering Waves**

Factions: V only

A crushing wave of water smashes down upon a target area of scenery. Trees break, rocks split, and barricades are snapped apart. An area of cover-producing scenery 6" by 2" in size is reduced in value for the remainder of the game. Entrenching cover becomes heavy, heavy cover becomes light, and light cover is destroyed.

+5 Bless Weapon

Factions: V only

The target weapon receives the *Charging Weapon* edge until the end of the turn.

+10 Brute Strength

Factions: O only

The target figure receives a +2k2 bonus on his close combat attacks this turn, with a maximum of five kept dice. This power will not work on vehicles.

+10 Chittering Hordes

Factions: G only

The GothRat channels the squeaking mental cacophony of the entire GothRat race psychically onto the target unit. The target unit loses its next activation and immediately loses any reserve markers it may currently have.

+15 Control

The user controls the target figure for the remainder of the turn. It does not allow the figure to take an additional activation if it has already taken one.

+ 15 Devour

Monsters only, close combat power only

If successful, the target figure is destroyed regardless of defenses or Hero Points. The target may not use Hero Points to defend from the attack versus Mental. On a failure, the attack is worked out normally as a standard close combat attack versus the target's Defense. The target may use Hero Points to defend from this close combat attack. Targets bigger than the monster figure's head are immune to this Power.

+10 Drain Power

The target figure loses a Special Power or personal edge of the user's choice, or a currently active Special Power affecting the target figure is removed.

+8 Earth Sense

Factions: V only

All enemy figures with the *Stealthy* edge within range lose the edge until the end of the turn.

+8 Electronic Feedback

Factions: Me only

The target figure is unable to act for the rest of the turn as its electronic systems go haywire. It may not move, attack, or reserve weapons and any reserve markers it has are immediately lost. It makes Defense rolls as normal. This only affects vehicles and figures that have the *Cybernetic* edge. The usual bonus against Special Powers granted by *Cybernetic* does not apply to this power.

+10 Expunge Nanites

Factions: S only

The target Mutant or DeadTech figure explodes as all nanites are forcefully expelled from its body. The figure is destroyed. Any figure within 3" of the target must defend from a 3k2 attack if the target is a Mutant, or a 3k3 attack if the target is DeadTech (as the DeadTech include enough metal parts to act as shrapnel.)

+12 Fervor of the Righteous

Factions: S only

The target Scarlet Brethren unit is filled with overwhelming joy of the Beneficent Light. It

may activate out of sequence immediately, even if it has already previously activated this turn. Once that unit's extra activation is complete, the user may complete his own activation.

+10 Guide Attack

The target's next attack receives a +1k1 bonus on the attack roll. If it is ranged weapon, it also receives a 12" range bonus.

+8 Illuminate Enemy

Factions: S only

The target unit is outlined by the shining glow of the Beneficent Light. All weapon attacks (but not Special Powers) on the target unit receive a +1k0 bonus until the end of the turn.

+8 Illusionary Swarm

Factions: G only

The target unit is fooled into believing that it is being attacked by hordes of slaving rats. On its next activation, it must fire upon the closest unit, friendly or otherwise. The panic instilled by this perception means that the target unit will not receive Did Not Move bonuses on these attacks.

+5 Incontrovertible Truth

Factions: S only

"You are a mutant, you have always been a mutant, you will always be a mutant. And that's bad." The target Mutant, GothRat, or Org is suddenly revealed the sad truth of their origins and existence. The target figure may not activate this turn and loses all reserve markers immediately.

+5 Induce Kah-Frenzy

Factions: G only

The user may always choose to use a lower Attack Value than actually purchased. If successful, the target figure gains 1" of movement and one Hero Point useable only for Defense rolls for each kept die in the Attack Value. The target figure also gains a bonus of +1 on all close combat attack rolls and -1 on all ranged attack rolls for each rolled die in the Attack Value. The target figure immediately loses all reserve markers and may not place weapons on reserve. All these effects last until the Follow Up step. During the Follow Up step, the target figure must make a Defense roll using its basic Defense versus the same Attack Value as used in triggering this power. The Hero Points gained based on this power may not be used in the Follow Up defense roll. If this defense roll fails, the figure is destroyed.

+8 Instill Overwhelming Greed

Factions: O only

The target unit begins to squabble amongst themselves, arguing over who owes whom how much, who paid for the beer last, and who has loaned whom the best equipment. The target unit may not activate this turn if it has not already. This power only affects units with at least two figures in it.

+10 Invigorate

Factions: Me, S, G only

The target figure gets 6 Hero Points to use between now and the end of the turn. These Hero Points may also be used to increase the figure's movement by 1" per Hero Point expended. Any unused points are lost during the Follow Up step.

+15 Invisibility

Factions: V only

The air around of the target figure shimmers and reflects until all trace of the figure's physical presence is gone. The target figure may not be targeted by other figures unless those other figures have the *Eagle Eye* edge or equivalent. Even those that have the *Eagle Eye* edge must still pass a Mental check to target the figure.

+8 Jinx Mechanism

Factions: V only

Gears slip, electronics short-circuit, and delicate control systems go haywire as the Vengequan user agitates the machine's manitou, wreaking havoc with the target's attempts at action. The target vehicle or figure with the *Cybernetic* edge loses all reserve markers and may not activate for the remainder of the turn.

+10 Mob Mentality

Factions: O, G only

The target unit, on its next close combat massed attack, receives a +2k1 Attack Bonus for each additional figure using a reserve marker to increase the attack. The massed attack can increase the attacks to as much as five dice, even if the primary attacker's basic kept dice are only one or two.

+10 Null Field

Factions: Me, V, S, Mu, S only

The target figure is immune to all further Special Powers until the end of the turn.

+5 Pounding Rage

Factions: V only

The target figure receives a +1k0 bonus on all attacks until the end of the turn.

+8 Protection

Other Special Powers may not affect the target figure until the end of the current turn's Follow Up step. The target figure also receives a +1k0 bonus to all Defense rolls.

+10 Psychic Shield

The target figure gains 1d6 Hero Points. These Hero Points may only be used in conjunction with Defense rolls.

+5 Rally

The target unit automatically passes any rout test required this turn.

+10 Remove Earthen Barrier

Factions: V only

A target piece of terrain or cover no greater than 6" by 2" in size is destroyed and removed from the game. The terrain must be one that models stone, rock, dirt, or some other earthen material. This may, for example, be used to destroy a section of wall longer than 6" so that a 6" gap appears in the terrain.

+10 Restore

This Power counteracts the effect of any continued effect of any other Power. For example, it may be used to free a Suspended figure, restore a Power or personal edge lost through Drain Power, or counter the effects of a figure already affected by Pusher. It may also be used to restore 2d6 Hero Points to a wounded character, up to their original maximum. It may not be used to resurrect dead figures.

+5 Restore Vehicle Manitou

Factions: V only

The otherwise crippled vehicle, abandoned by its usual crew, is restored to operational efficiency by the mechanical resurrection performed by the 'Quan Shaman. This power may never be taken with a Range. When a vehicle on the board is destroyed while the user with this power is present, it is not removed from the board, but is rather left in place as disabled. To use the power, the user must first move into base-to-base contact with the disabled vehicle. If successful, the user must roll a single die to see if the vehicle is now usable by the Shaman. For Light Vehicles a roll of two or better means it is usable. For Medium Vehicles, a roll of three or better is required. For Heavy Vehicles, a roll of four or better is required. If the vehicle is not usable, remove it from the board, as it is so badly damaged it may not be recovered in the heat of battle. The 'Quan Shaman and the vehicle become a single figure represented by the reconstituted vehicle. Movement and Defense of the vehicle are used in the "combined" figure, while Mental, Control Radius and Hero Points are that of the user. On any particular turn, the user may choose to use its own attacks or powers or the attacks or powers of the vehicle, but not both or a mixture of the two. If the vehicle is destroyed, the user is destroyed as well.

+12 See the Future

Factions: S only

The Brethren user glimpses the stream of possible futures and sees what the enemy plans. During the following initiative step, if the Brethren force loses initiative, it is instead considered to have won initiative. If the Brethren force wins initiative, it may activate two units on its first opportunity to activate.

+5 Shield of God

Factions: S only

The target unit is protected by the blinding dazzle of the Beneficent Light. The unit receives the Light Cover bonus when not in cover until the end of the turn.

+10 Shove

The target figure within 3" of the user is flung across the board. The target figure receives a +1k1 Defense bonus against reserve fire shots while it flies through the air. Willing targets take a 1k1 attack when they land. Unwilling targets take a 2k2 attack when they land. If a target is hurled onto an enemy figure, the target and the enemy figure both take 2k2 attacks when the target hits. This power may only affect Troopers, Elites, and Characters.

+5 Skulk in Shadows

Factions: G only

The target figure gains the edge Stealthy until the target's next Deactive step.

+10 Soul Suck

The target loses 2d6 Hero Points immediately. If the target has less Hero Points remaining than the amount of this roll, it is immediately destroyed.

+5 Speaking in Tongues

Factions: S, V only

The confusing babble of strangely haunting and ancient languages confuses the target unit into believing they must act immediately. The target unit must be activated before any other unit in the force. Units that have already activated this turn may not be targeted by this power.

+10 Static Charge

Factions: V only

The Shaman builds up a vast electrical store of energy that is released upon contact with an enemy. The next enemy figure to come in base-to-base contact with the Shaman is zapped with a 2k2 AV attack before any reserve attacks, Special Powers, or regular attacks take place.

+5 Stone Skin

Factions: V only

The target figure receives a +1k1 bonus on Defense the next time it is attacked. This power is not cumulative, so using it on a target more than once still only confers a +1k1 bonus.

+5 Strength of Tortoise

Factions: V only

The target figure receives a +1k0 bonus on all defense rolls until the end of the turn.

+15 Sudden Conversion

Factions: S only

Faced with the overwhelming beauty of the Beneficent Light, the target MegaCom or Brethren figure sees the errors of its ways and immediately joins the users' force. It is thereafter considered a member of the closest Laity cell in the Gathering.

+8 Summon Rabbit Manitou

Factions: V only

The Shaman calls upon the spirit of the rabbit, Michibo, to instill himself with a great burst of speed. So quick are his movements that he is unable to be targeted by reserve fire or Special Powers that directly target him while moving in this way. Upon using this power, the Shaman may then move up to 6" of this "fast" move. Special Powers that affect all figures in a radius (such as the *War Chant*) still affect the Shaman while moving in this way.

+5 Summon Rain Storm

Factions: V only

Select a 6" radius circular area wholly within the range of the Special Power. Any non-Vengequan figures within this area at any point during the remainder of the turn make all Attack rolls for both weapons and Special Powers as if they were uncontrolled (so all sixes are treated as fives.)

+10 Summoning

The figure is capable of bringing *Summoned* figures into play. When picking a force, the player may also purchase figures with the *Summoned* flaw. These are not deployed. When the user successfully summons, he picks on of the *Summoned* figures not yet deployed. During the next Follow Up step, if the user is still in play, deploy the selected *Summoned* figure within the Control Radius of the user or in base-to-base contact with the user if the user has no Control Radius. The *Summoned* figure may activate normally on the following turn.

+10 Suspend

The target figure is locked in suspended animation until the end of the current turn's Follow Up step. It may not take any action, loses any reserve markers, and is invulnerable to all damage or other effects.

+5 System Reset

Factions: D only

Usually accompanied by a loud display of Bible thumping and exclamations of "Praise

Jesus!” (since this Power is almost exclusively the realm of DeadTech Preachers) the user transmits reset bursts to the target unit. The target unit must be a DeadTech White Hat or Black Hat unit of figures of Trooper and/or Elite type. The target unit loses any remaining reserve markers immediately, but will automatically pass any rout test required. In addition, if the basic unit leader (for example, the Gunslinger in a gang of Outlaws) has been destroyed, one of the other basic troopers is field-upgraded to the capabilities of the unit leader. To continue the example, one of the Outlaws would then be considered a Gunslinger for the rest of the game.

+5 Telepathic Command

Factions: Me only

The user must be within the Control Radius of a selected character. The target unit is granted the Mental of that character until the end of the turn and is automatically considered controlled.

+15 Teleport

The target figure within the user's Control Radius is instantly transported to any location within the Range of the Teleport Power, including into close combat with enemy figures. The Teleport Power may not be used to kill enemy models by teleporting them into the sky, inside rocks, and so on. Let's just assume the physics of it just doesn't work that way, okay? If the user fails the Mental roll or the target successfully resists the Power, the target is unaffected and doesn't move. Figures with this power that have no Control Radius may only teleport themselves.

+8 Televangelism

Factions: S only

Fascinating harmonies, beautiful visions, and enthralling monologues entrance the target unit, preventing it from taking any action as its members gaze in mindless awe. All members of the target unit within line of sight of the user and range of the power immediately lose all reserve markers and are unable to activate this turn. Members of the target unit either not in line of sight of the user or outside the range of the power at the time of use suffer no ill effects and may still activate normally.

+5 Terror

The targeted unit is required to make a rout test this turn.

+8 Wall of Air

Factions: V only

The Shaman creates a whirling barrier of air 12" long and 1" deep. It may not be placed such that it overlaps any figure. The Wall of Air deflects all attempts to fire weapons through it, although Special Powers may still be targeted through the Wall. Figures may not move through the Wall. If the user is destroyed, routed, engaged in close combat, fires a ranged weapon, or moves this effect ends immediately. The Wall may be removed voluntarily by the user at any time.

+8 Wall of Fire

Factions: V only

The Shaman creates a raging sheet of flame 12" long and 1" deep. It may not be placed such that it overlaps any figure. Line of sight may not be drawn through the Wall of Fire. Figures may move through the Wall, but the Wall will make a 5k4 Attack on the figure. If the user is destroyed, routed, engaged in close combat, fires a ranged weapon, or moves this effect ends immediately. The Wall may be removed voluntarily by the user at any time.

+10 Wall of Spewing Filth

Factions: G only

The GothRat summons forth all the putrescence and contaminant from beneath the surface to congeal and undulate in a horrifying mass of impenetrable sewage. Place a 6"x2" marker indicating the location of the wall. This wall blocks all lines of sight and is only removed in the Follow Up step.

+5 War Chant

Factions: V only

All Vengequan (friendly or otherwise) within range receive a bonus of all ones being treated as twos on dice rolled on their behalf until the end of the turn or until they move out of range of the War Chant. If the user is destroyed, routed, engaged in close combat, fires a ranged weapon, or moves this effect ends immediately. The War Chant may be ended voluntarily by the user at any time.

+5 Wave

Factions: V only

The Shaman summons forth a battering wave of water that knocks figures back under its overwhelming force. The Wave moves in a line directly away from the Shaman to the Range of the Special Power. Any figures, except vehicles and monsters, hit by the Wave are moved directly 3" away from the Shaman.

+5 You Da Man

Factions: O only

The target figure is granted a Control Radius of 6" for the rest of the game. The target must be a Trooper or Elite with no Control Radius in a unit that no longer contains a Trooper or Elite with Control Radius.

Unit Tweaks

Unit tweaks are purchased for an entire unit, not the individual figures in the unit. Units may take any number of unit tweaks and the total costs are added or deducted from the cost of the entire unit once. The number of figures in the unit does not matter. The cost of the unit may not fall below the basic cost of all the figures in the unit. These tweaks do not count toward the total number of tweaks allowed per figure.

-30 Conscript

The unit was forced onto the field of battle and will run at their first opportunity. The unit must test for rout every turn regardless of circumstances.

-20 Raw

The unit is totally unprepared for the reality of battle. The unit must test for rout every turn in which they are attacked, regardless of casualties.

-10 Green

The unit is not prepared to deal with casualties. The unit must test for rout every turn in which they lose figures.

+15 Well Trained

The unit automatically passes its first rout test.

+20 Fighters to the End

The unit does not need to take a rout test due to casualties until it has lost 75% or more of its original unit size.

Figure Builder Example

As is our DemonBlade tradition, we will build the character WarpEyes using the above system. WarpEyes is a GothRat renegade and the founder of the StormReavers. The StormReavers consist of rogue elite warriors from all factions bound together for the purpose of opposing the Fixers. Those guys are the manipulating very rich who play the seven major factions of future America off against one another in a megalomaniacal game of power. WarpEyes has discovered how deeply their influence extends and wishes the factions to be free to make their own peace.

Since WarpEyes is very independent and capable of leading entire forces into battle if necessary, we choose his troop type as a Character for eight points. He moves very



fast, like all GothRats, so we'll give him a Mv of 15" for twelve points, bringing our total to 20. His speed and lightning reflexes keep him safe from harm, although he doesn't wear armor. Since Defense can be luck or speed just as much as armor, we'll go ahead and give WarpEyes a 5k4 Df as befits a major hero. That's 28 more points, bringing our total to 48. WarpEyes is not the kind of leader that fights to the death. He recognizes when he is losing and is willing to retreat and survive to seek the longer term goal. As such, we won't

give him as high a Mn score as the more brutal GothRat BroodLords, but instead a 5k4 for 14 points. Finally, he is a very commanding presence, developed over years as a BroodLord and then as the leader of the StormReavers, so we'll give him a Control Radius of 10" for 14 points, with a total for basic characteristics of 76 points.

Some tweaks to round out the character of WarpEyes would be appropriate now. Eagle Eye fits with the idea of his eyes being a defining feature. We plan to make WarpEyes more focused on close combat, so adding Dodge and Frenzied seems like a good plan. In keeping with his fast nature, we'll also add Lightning Reflexes. We'll assume a bit of a character flaw for WarpEyes in that he is relentless with his targets, and give him Vindictive as well. His tweak points are then +1+2+2+8-2 for a total of 11 points. Without weapons, he is now 87 points and has used 15 of his available 60 tweak points.

Next we need his weapons. WarpEyes uses a close combat weapon that is a recovered prototype power sword found in a vault itself within an abandoned laboratory in New York City. The prototype brand name was DemonBlade, and that's what WarpEyes calls it. This is WarpEyes' most powerful attack, so we'll let it be a heavy weapon. As a close combat weapon, there is no Range characteristic. We select a 5k4 AV for the weapon for 18 points, then decide it will also be an Area Effect weapon, allowing him to attack multiple close combat opponents if the opportunity presents itself. Making the weapon a 2x CC attack means we take the 18 points and multiply by 1.5 for a total of 27 points. The sword itself is huge, so we'll add the edge Long so WarpEyes can attack from up to 2" away in close combat. That's six more points, so the DemonBlade is 33 points. We'll go ahead and assume WarpEyes is really good with it and can attack twice in a turn, so we duplicate the weapon on his profile.

For his basic ranged weapon, WarpEyes has a heavy laser rifle he straps to his left arm so he can use it one-handed. We'll assign a Range of 24" and a 4k3 AV with no Area Effect as we don't really see this as his primary mode of attack. The range costs 18 points and the attack value 14 points, so the laser rifle is 32 points total.

Finally, as befits his name, we'll assume that WarpEyes is able to make his eyes glow with a fearsome inner green light that can frighten off less hardened enemies. This is a Special Power, and Terror looks appropriate. This is an effect where we would expect he'd have to be pretty close to his target to make work, so we'll assign a Range of 12" and a 4k3 AV. Special Powers can't have Area Effect, but Terror makes the target unit test for rout when successful. We pay 10 points for the Range, 14 points for the AV, and five points for the power itself, for a total of 29 points.

As a major hero, it makes sense to give him Hero Points. How many could be limited on the size of force in which he's included, but let's assume it's a large enough force that he starts with eight. At four points apiece, that's an additional 32 points.

Adding it all up, WarpEyes is 87+33+33+32+29+32 for a total of 246 points. He used 15 personal tweak points, 12 more for the two DemonBlade attacks, and 5 for the Terror attack, so at 33 points he's well under his maximum tweak points as a character. His profile appears below, and he's all ready for play!

WarpEyes						
PP	Description	T	Mv	Df	Mn	CR
87	WarpEyes <i>Vindictive, Eagle Eye, Dodge, Frenzied, Lightning Reflexes</i> 8 Hero Points	C	15"	5k4	5k4	10"

WP	Description	R	AV	AE	AET
33	DemonBlade <i>Long</i>	-	5k4	2x	CC
33	DemonBlade <i>Long</i>	-	5k4	2x	CC
32	Heavy Laser Rifle	24"	4k3	-	-
29	SP: Terror	12"	4k3	-	-

Selecting Your Force

Playing a wargame is more than just building single figures. These figures get grouped together into units. In a particular game, you have two groups of points available with which to build your force: Points of Renown and Points of Force. You and your opponent decide how many points you are going to use in the game.

Points of Renown

Points of Renown are used to buy characters for your force. You may use up to the full total on figures of these types. Unused points may be used as Points of Force instead. Usually, this is because you have fifty or sixty leftover points after buying several characters and it's better to spend those extra points on more troops than to take an underpowered character.

Points of Force

Points of Force are used to buy troopers, elites, monsters, and vehicles. There are some simple guidelines for how your forces are grouped together into units:

- Up to half your Points of Force may be used on monsters and vehicles and the rest must be used on troopers and elites.
- Rules in the following force lists take precedence over these rules.
- For every elite in your force, you must include at least three troopers. So if you have four elites, you must have at least twelve troopers as well. They need not be in the same unit.
- Troopers are grouped together in units of at least three figures.
- Elites are grouped together in units of at least two figures.
- Up to two elites may be added to units of troopers to act as leaders for the unit.
- Light monsters and vehicles are grouped in units of one to three figures.
- Medium monsters and vehicles are grouped in units of one or two figures.
- Heavy monsters and vehicles always act alone as single figures like specials and characters.
- You may add a total of one Hero Point for every full 150 points in your force. So in a game with 1000 Points of Renown and 2000 points of force, you can take up to 20 Hero Points, spread amongst your figures.

Example: WarpEyes and Barrage are going to play a game. They decide they will each have 1000 Points of Renown and 2500 Points of Force to spend on their forces. Barrage spends 900 Points of Renown on his characters, but doesn't have another character worth 100 points or less that he wants to add to his force, so he elects to use those 100 points as Points of Force instead. That means he has 2600 Points of Force to work with, 1300 of which he may use on monsters and vehicles. If he uses 950 Points of Force on monsters and vehicles, the other 1650 Points of Force will go into troopers and elites.

The World of Shock Force

The year is 2199.

The world is a very different place than remembered in the holovid textbooks of the Megacoms. Twentieth century America died a slow and corrupt death at the hands of its new corporate masters and two hundred years after the new millennium, it bears almost no resemblance to its former self. Freedom and liberty are antiquated sentiments in the world of the Megacoms. Only if you are a good consumer and producer and are free of genetic flaw, do you have a chance at a good life, safe amid the sterile confines of the Megacom city-states spread across the Northwest. The United States of America is gone forever. It died quietly and passed unmourned.

Life outside Megacom city-states ranges from hard to severe, with natural resources scarce and order an infrequent find. Add the lawlessness to an environment that has



been choked with pollutants and contamination and you begin to glimpse the state of affairs in the what the Megacoms call the North American Free Trade Zone, or NAFTAZ. Because of the collapse of governmental enforcement of environmental controls, acid rain is common and mutations run rampant. The surviving inhabitants outside the city-states have formed into new societies away from Megacom control.

Some, like The Organization, cooperate with the Megacoms while others, such as the GothRats, detest them openly and attack them on sight.

In the earliest days of MegaCom dominance, when governmental control over industry and commerce had begun to fall apart, mighty monopolistic corporations began to specialize and destroy all competition in their own chosen industry. UltraTech Systems became the masters of electronics, Boss Foods International controlled the food supply, Denton Technologies seized munitions manufacturing, and Hydro Vaporseal captured the market on rubber products and cheap water-based fusion energy. The tangled web of corporate ownership, hidden buyouts, and chains of subsidiaries soon made it difficult, though, to tell where one corporation began and another ended. The largest corporations maintained individual corporate centers, but the flow of needed products and service never seemed to stop regardless of how much the various Boards of Directors claimed distaste for each other.

Most Megacoms, regardless of their geographic locations, realized that to thrive in the slowly disintegrating country and maintain control, they had to develop a safe haven for their consumers to live and work. Whole cities were slowly taken over by these corporations and massive city-states emerged. These urban sprawls were fairly self-

sustaining and well fortified against the ravages of the unproductive wastes beyond their gates. Trade developed across the country between these city-states and a new economy had begun to grow. Consumers were even effectively brainwashed by Megacom Public Relations departments under the guise of the Global Free Press Network, or GFPN. They were fed daily doses of horrific news from the outside designed to build Megacom pride and tell them how good they had it in the city-states. However, the rise of armed, violent, and ever-bolder waste dwellers created a need for a corporate military. Megacom infighting had created this need long before the first mutant raid, but it was this outside push that rose demand exponentially overnight. The services of a small, remarkably independent company founded by military consultants became a highly sought after commodity. These consultants had bailed from a dying government to form their own corporate interest. Shock Force, Inc. had been quietly consolidating a vast store of military knowledge and hardware. Threats of financial destruction by aggressive Megacoms unless Shock Force, Inc. submitted to buyout fell on deaf ears. Those that pressed their demands received demonstrations of Shock Force's capabilities, as selected facilities were destroyed and particularly persistent corporate spokesmen were found dead inside allegedly secure residences. In these dealings with Shock Force, Inc., the Megacoms realized another tactic was required. They turned to an approach with which they were well familiar, the art of negotiation. Shock Force had proven its independence through firepower and everyone else wanted a piece of that particular action. Soon, Shock Force military consultants were assisting Megacoms in setting up corporate Strategic Command Centers and training centers. Structured as franchises, they received management and materials from the Shock Force Central Headquarters. Some historical business analysts today believe that the military presence established throughout MegaCom controlled territory, loyal to their Shock Force advisors, means that there is now really only one MegaCom. That may be, but complaints from within seem seldom and rapidly silenced.

One of the most disastrous blows to the Megacoms came from the removal of Patrick Delancey from Ultratech by Adam Jerome. Ultratech had long been the strongest of the Megacoms with Delancey at its helm. Adam Jerome, a rising star in the technical division of Ultratech, prepared and executed an internal coup laced with betrayal and high-tech blackmail. It left Jerome in charge and Delancey exiled from the city-states. While Adam Jerome has heralded a time of great advancement and profit for the Megacoms, Delancey's bitterness by his removal has proven to be a thorn in the Megacom side. In the Megacom game, knowledge was power and Patrick Delancey was a very powerful man. With new backing from an unknown source, Delancey began DeadTech Systems in Texas to bring competition and possible destruction to the Megacoms in retaliation for his personal expulsion.

After betrayal by a trusted underling, Delancey desired a way to insure loyalty. No longer constrained by bureaucratic red tape and corporately correct methodology, he sanctioned the use of kidnapping to gain subjects for highly controversial experiments. Machine grafts and partial lobotomies were conducted for months on victims captured from the wastes. Chemical and machine implantations were commonplace. More than one Megacom has tried to stop this mad man but his backing and resources were surprisingly deep. Additionally Delancey knew many of the Megacoms secrets from his time as CEO of Ultratech and this acted as a viable shield from many of his detractors.

Soon, DeadTech was turning out cybernetically enhanced soldiers that would be hired out to special interests. Ever concerned with the costs of the enhancements in both resources and time and the often fickle nature of human loyalty, Delancey focused DeadTech's efforts into nanite technology, an area that seemed the most promising in terms of financial and corporate success. Nanites had already been used in secret by the Megacoms to immunize their people from the effects of a climate and environment badly damaged by their own business practices. Megacom nanites had greatly helped stop the onset of mutations and physical deformity that would have been more rampant without their intervention.

With nanite technology Delancey hoped to be free of the constraints of purely physical augmentations by allowing the nanites to control much bodily activity without the requirement of conscious consent or even a living brain. More than willing to test the results of his scientific team on his own associates, most of the original DeadTech Systems Board of Directors slowly became more and more techno-organic, in many cases mindless. The mindless and therefore perfectly loyal minions created in DeadTech's labs were quickly outnumbering the working staff. Understandably, considering his history, this seemed to suit Delancey just fine.

DeadTech soldiers were unaffected by most of the contamination in the NAFTAZ and could be deployed in places most Megacom workers feared to tread. They didn't eat, sleep, require any luxuries and were completely controllable. Patrick Delancey was very pleased. DeadTech was still reviled by most Megacom boards and the GFPN. Delancey, however, had other buyers that would increase his power. He sold his nanite technology to an Eastern Seaboard interest that had grown from the seeds of the Italian Mafia, The Organization. Like so many others beyond the confines of the Megacoms, the new environment of the NAFTAZ was one ripe with mutation and these gangsters were never cut in to the secret of Megacom purity. Patrick Delancey, who saw the advantages of giving The Organization an equalizing edge, provided to them a stabilizing nanite solution that would allow them to control the slight mutations that had developed in their segment of the population.

With the stabilization of The Organization's people, Delancey had gained a new weapon against the other Megacoms and a new ally as well. In the years since his company was first established, DeadTech Systems has diversified. In its earliest years, Delancey created a comical and often sardonic western theme that was incorporated into the design of his necrotic soldiers. As a way of directing public view to believe he was simply eccentric and insane, he staged his testing in the form of choreographed westerns and distributed the films through GFPN entertainment networks. While careful consideration could have realized the much more subtle and dangerous message behind cybernetic undead capable of deadly combat, the entertainment value desensitized Megacom society to his agendas. The disregard for Delancey and his efforts, chalked up to the work of a crazy person, allowed DeadTech to advance beyond its most vulnerable fledging stage. Delancey knew that other, more controversial areas of development should be explored.

In 2140, DeadTech Systems launched a new division, DeadTech Aberdeen. It began operations amid no fanfare or recognition. It was two years before Delancey knew it had even started, as it was an expansion created by his silent backers. It was over five

years before the first GFPN broadcast mentioned the new facility. DeadTech Aberdeen, which operates without concern for the western motif, is helmed by Dr. Wilhelm Kross, who specializes in the use of aggressive nanite swarms to generate DeadTech soldiers on the battlefield without time-consuming retrofitting back at the plant. These Field Actuated Troopers are a frightening addition to the DeadTech arsenal and have become critical in winning many conflicts in the Heartland areas for DeadTech.

A third facility of DeadTech Systems is even more recent, yet not fully operational. It is a small research fortress located in the former Area 51 near Roswell, New Mexico. Dubbed DeadTech Roswell, Dr. Adrianna Karadise heads up this facility, a brilliant scientist snapped up from Optimax after the disgraces surrounding the research of Dr. Goth. It was Dr. Karadise's research into new brain implantation techniques that first attracted Patrick Delancey and he quickly seduced her with promises of unhindered research away from the prying eyes of the Megacoms and the GFPN. DeadTech Roswell is pioneering the first generation of "Soul Catcher" technology that will allow for the effortless transfer of a sentient mind into any number of hosts. Still months away from practical field applications, Karadise has already generated a significant amount of respect in the company.

Delancey is looking carefully for yet another location for a facility somewhere along the Eastern Seaboard, but they are encountering a surprising amount of resistance from their erstwhile friends in The Organization. The reason is fairly simple, as the East Coast represents the central hub of The Organization's Empire of corruption, manipulation, extortion, gambling and greed. It likes to keep all prying eyes and bad public relations from its most important interests. Spanning former great cities, The Organization has built up areas of trade, luxury and commerce organized into smaller Districts. The most dominant are referred to collectively as the Big Three, comprised of the Manhattan District, the Philly District, and the District of Atlantic City. These three Districts represent the largest Organization interests on the Eastern Seaboard. Controlled by the Big Three and their majority holdings in The Organization, smaller Districts exist up and down the coast from what was once Maine to the still-active entertainment complexes of the Florida District.

When the country began fall into disarray after the collapse of the government, the Mafia was able to pursue its interest much more openly. It used its already successful format to ally itself with several Megacoms and legitimize its formerly clandestine interests. Calling itself The Organization, this new syndicate tackled all the areas that the Megacoms deemed beneath itself and its population. Refuse reclamation, water treatment, and waste management were areas where The Organization made inroads with the growing corporate powers. The Organization would not simply stop there as its control solidified most quickly in areas where vice and greed were at their highest.

At the center of The Organization are the Families, a carry-over from their earlier Mafia heritage. These groups run the whole Empire, each operated in a pre-designated area under the watchful gaze of those Families above it. In its earliest days, infighting was common as power plays within The Organization frequently lead to the promotion of a particular Family from a subordinate position. The original sixty-one Families were weeded down through destruction and integration to the present day count of thirty-five.

A new threat presented itself in the form of undesirable mutations from environmental contaminants. When mutations began hitting the mainstream populations with alarming regularity, The Organization grew concerned. Megacoms were putting the squeeze on them and began denouncing them as devolution's and freaks, no better than the brainless beasts of the worst of the shunned so-called Hot Zones.

Faced with an uncertain future, Organization spies caught wind of the Megacom nanite tampering that allowed their own populations to flourish with minimal mutations in the gene pool. After several attempts to gain this treatment through legitimate means, The Organization realized the Megacoms were just not going to be of any help. When Patrick Delancey offered The Organization the very treatment they were trying desperately to get from the Megacoms, they jumped at the opportunity. The ultimate joke was on them, though, as Delancey's teams had engineered the nanites he gave to The Organization to replicate specific mutations only, in essence consigning the group to a life of forced mutation. The Families took this treatment and no idea they were establishing a consistent genetic structure that would be breed true.

Although the treatments didn't do what Delancey said they would do, The Organization was pleased with the results overall. It marked the last open dealing with Delancey, but they became superior humans, stronger, faster, and able to withstand the harsher, unprotected environs of the wastes. In their strength, they made sure to extend their grasp back into the Megacom coffers as only they knew how to do. Armed with resources and new racial cohesiveness, The Organization seized control of several Megacom facilities and threatens many more today as the East becomes their exclusive possession. Corporate strong-arm tactics are the stock and trade of The Organization and the Megacoms are realizing that they have a very real opponent in the Orgs, as well as a growing threat from their own careless neglect.

The rape of the Americas by the Megacoms and its subsequent pollution has led to the mutation of humanity far beyond what would be considered normal evolution. Mutation rates within the city-states are downplayed and misdirected by GFPN propaganda. Many areas in the former America, those designated Hot Zones by the Megacoms, are too contaminated and irradiated for safe travel or residence without either protective gear or significant genetic change. However, it is in these polluted and dangerous areas that many have found a home. Indeed, many more beings thrive here than the Megacoms suspect, although they are aware that a cohesive society does exist there, simply called the Mutants.

Mutants, often hunted for their grotesque differences, have developed entire communities within the Hot Zones where they may live and work in isolation from the rest of the world. Their abandonment by the rest of the world is so complete that they have quickly developed a savage and aggressive posture towards any non-Mutant. Mutant Hordes live together in former urban centers that are now Hot Zones. Renamed cities such as Deathtroit, Chartown, Apokalypse, and Decapitatur are seats of power within Mutant society.

It is uncertain whether the Hot Zones foster mutations or are simply the places where Mutants gather. The story put forth by the Megacoms is that severe mutation, the kind that leads to exile from the city-states, occurs because of exposure to the caustic

climates of the Hot Zones and their outer fringes. However, this reasoning does not explain the sudden appearance of mutations outside of these Zones, nor does it explain the high incidence of mutated babies that are born to loyal Megacom citizens.

Mutations are occurring everywhere because the pollutants that trigger abnormal genetic development have filtered into every part of the country. There are areas that have a greater incidence of mutation than others, but no place is truly safe from contamination. Mutants know about the Megacom's policy of reporting mutations as stillbirths if their doctors find them out too late. Foundlings are common place on the outer fringes of several Megacom city-states where they are left for Mutant caregivers and missionaries to find and take away. Though no Megacom admits to this policy, it occurs with great regularity. It is this supply of new mutants that allows many Megacom city-states to establish trade relations with select Mutant Hot Zones. There are many resources available to the Mutants that are nearly impossible to get by anyone but them, and a supply of unwanted children is simply another exploitable resource for Megacom trade.

Of course, there are also the Mutant raiding parties who venture from the protection of their Hot Zones and steal what they want from the surrounding areas, plundering slaves, resources and food as they like.

Because the nature of their mutations has left many less than humanly intelligent, the Horde thrives on a chaotic principle of strength over all. The strongest and smartest rules over the weaker and less intelligent. Their society, such as it is, is highly complex in its organization yet simple in its maintenance. A Mutant in a high station may do as he pleases to anyone below that station within his Horde without fear or consequence. Their justice and their sport are often swift and bloody.

Led by Dominators and Dominatrixes, these Hordes are the scourges of the NAFTAZ. They have adapted to the terrain and have trained mutated creatures to serve their causes as well. Functioning out of fear of their leaders, most Hordes are terrifying to encounter and their bloodthirsty attacks more than capable of unnerving even the most seasoned veteran. Many Megacom statisticians are concerned about the increasing organization and growth of the Mutant Hordes and their evolving feudal society. They fear that one day these creatures will disrupt the good works of the Megacom's. Of particular concern are the activities of the self-proclaimed Mutant Overmaster Barrage, destroyer of the Tribe of the Red Sky and the Mutant responsible for the crushing defeat of the Iowa Vengequan tribes.

The Vengequan, or People of Vengeance, were named such by during their "Great Awakening." They are a revived nation of American Indians, slowly carving a name for itself in the NAFTAZ, despite setbacks from Mutant attacks in the Midwest.

Many Megacom historians believe that had not this Great Awakening occurred, the Vengequan we know would have been extinct by now. The Great Awakening occurred when an empowered shaman named Dead Dog Glowing came out from the desert with a message given to him by a vision. That message was one of unity and strength, of forgiveness and hope. Under his crusade, the fragmented tribes of the American Indians were called forth from their lethargy to dedicate themselves once again to the

Old Ways. His people need no longer be the displaced survivors suppressed by the dismantled American government. His people need not try to eke out a few scraps from their Megacom oppressors. His people, the Vengequan, would be able to rebuild their former ways of life and live as they were meant to live, walking amid the Great Pattern.

According to their texts, they have been made ready through their trials to reclaim “that which was taken.” This passage from their first Sacred Scroll illuminates this mentality: “My children, the years of wandering have ended! You have been beaten down until the last remnants of your hubris have been destroyed. Now you are ready to relearn that which was forgotten and save the lands from the taint of the Nulquani.” Nulquani, in the Vengequan language, refers to those without a soul, a state that the Vengequan consider most non-Vengequan to hold.

Like Moses and the Hebrews who wandered the desert for 40 years doing penance for their lack of faith, so too have the Vengequan been serving a penance of sorts. For hundreds of years the former American Indians had slowly lost all sense of identity and become shadows of their former heritage. Gone were the Old Ways, submerged in the domination of their conquerors. Lost were their secrets and art. Forgotten were the secrets of the Great Pattern, that mythical path that the American Indians followed as a whole.

The Vengequan as people had all but lost the true sense of themselves or their



ancestors. The Gods themselves seemed as nothing more than fables when remembered at all. Even after the collapse of the United States Government and the rise of the Megacoms, the Vengequan simply slipped quietly to a near complete oblivion. A few sought salvation in the Megacoms, but as before they were afforded a station barely above that of a Mutant.

While the Vengequan were given a message of hope and organization by Dead Dog Glowing, the newly forming nation was still at a sensitive crossroads. Outgunned, outmanned, and prone to tribal infighting, the Vengequan had yet to become a single, directed force. What military force they had was heavily dependent upon trading with French gunrunners, and the Vengequan were in danger of domination by French

control just as they were once dominated by the United States. It wasn't until the appearance of the Spirit Walker, sole survivor of a destroyed Dakota Vengequan tribe, that the Vengequan were truly unified. Under the Spirit Walker's guidance, the Vengequan Shaman learned the secrets of the Old Ways and the powers of the Manitous, and were able to lessen reliance on the armaments of their French benefactors. The Spirit Walker's vision established a nation where all Vengequan were

brothers and sisters, were the individual tribal loyalties of the past could be washed away.

The new Vengequan nation has to date firmly established almost complete dominance of the areas formerly known as North and South Dakota and is building itself up to recreate the lands in the image of the Great Pattern before the desecration of the Nulquani. These last decades have seen the Vengequan nation flourish with record births free of the ravages of induced mutations and crippling disfigurement.

The Vengequan will not tolerate the desecration of their lands any more and are zealots in its defense. Whether Organization or Megacom, DeadTech or Scarlet Brethren, the Vengequan fiercely hate all invaders. The Vengequan especially detest the Scarlet Brethren for their view of nature as a resource and playground rather than a living ally, and will go to great lengths to oppose their spreading influence.

The Scarlet Brethren have perhaps the most misunderstood position amid the factions living outside the Megacom city-states. Most view them as religious fanatics while others look at them as inbred stupid jokes. While there are reasons for these stereotypes to exist, they could not be further from the truth.

The Beneficent Light, as proclaimed by the First Apostle, John King, was a source of salvation for a segment of the country that was otherwise left to fend for itself by the Megacom after the fall of the United States. Under John King's guidance, the poor and disenfranchised members of America's lowest station were given a chance to thrive.

Designed to take advantage of the familial unit, King established the first Brethren community into a Lodge with a simple leadership dynamic. The structure of community, something missing during the death throes of America, was infinitely appealing to the masses. Hundreds, then thousands, flocked to the Scarlet Brethren banners. The religious messages suffused within the every action of King and his appointed Extollers further served to galvanize the people with a moral code and a sense of purpose. As if community and purpose weren't enough, the Lodges also offered hope against the ravages of the land's contaminants. With the proscribed inoculations, Brethren would be impervious to the corrupting taint of the Megacom's pollution.

With all these benefits to be gained, Brethren were drawn to the Lodges and their ultimate leader, the Beneficent Light. No one knows who or what this Light is save that King introduced this entity to the Brethren as a deity. Only the highest-ranking members of the Brethren communicate with the Light and relay information as appropriate. While this would lead one to believe that the Brethren are a bunch of Bible-thumping zealots, they are not. They worship the Beneficent Light, follow its tenants on how to live, and enjoy all manners of simple pleasures from hunting for fun to drinking to excess.

Even after King's disappearance years later, new Lodges continued to be established all across the South and Midwest. Overseen by high-ranking chosen men and women known as The Pure for their attainment of a superhuman level of purity, worship of the Beneficent Light continues to spread. The Brethren are gatherers and junk collectors. Their weapons for the most part are simple and often hand made or repaired in some

way. While most of the Laity weapons are crude, they are none-the-less effective. Their tactics lead most opponents to rethink the notion that these are simple backwoods rubes. Even the young women of the brethren are trained to fight for the Lodge.

While the Vengequan fight for territory and the Megacoms and Orgs fight for resources, the Brethren, not too unlike the Mutants, fight simply because victories in battle improves the station of a Lodge and gains improved inoculations by The Pure for its members. Lodges with better-inoculated members generally increase their weaponry to those more sophisticated as members of the Laity are promoted to more important positions in the service of the Light. Core to their religious beliefs, the Brethren fear the taint of mutation. Therefore, their viewpoint on Mutants is one of both pity and intolerance. They pity them as poor souls that have not received inoculation or education and enlightenment. But they also see them as carriers of chromosomal corruption that must be destroyed. There is, however, another race for which they have no pity that they hate even worse. They call them simply the Unclean, but the rest of the world knows them as the GothRats.

The origins of this race are unknown to most people in the NAFTAZ, but most can agree that the GothRats are evil beings that should be destroyed at first opportunity. Known as whisperers in the dark, as spies and assassins, these underground dwellers strike fear in most forces.

Megacom directories trace the first appearances of this race to the sewers of New York City. Somewhere deep within underground of Manhattan, a scientist successfully spliced human genetic material with that of a rat. Current speculation points to the activities as being part of a black book project designed by Ultratech Systems. Sealed records leaked by Delancey as an attack on Ultratech's legitimacy link Ultratech with Optimax Industries. Optimax was attempting a bio-weapon program designed to infuse soldiers with the aspects of animals to make them more ferocious in combat. While a spin campaign initiated by Ultratech has kept this from becoming common knowledge, Optimax never recovered from the negative repercussions this situation created with its business allies.

According to Optimax documents, the Combat Animal Gene Extraction Program, or CAGE, met with its best success with the creation of a rat and human hybrid. Of concern to the report was that the funding powers wanted the creation to bear more human traits and the successful first creation, named Alpha, looked decidedly ratlike. He was to be destroyed after study, according to the directives. The Optimax scientist in charge of the project, one Herman Goth, conducted many tests on Alpha but seemed reluctant to kill it as directed. After several more experiments attempting to get the process to a clinical effort, Alpha remained the only functional success. A new approach was adopted according to the records whereby a new Alpha would be attempted again, this time with a female agent. When the doctors had successfully created Beta, the plan then involved the forced procreation of the two and the genetic manipulation of their offspring to attain the desired Megacom soldier.

The records report successful mating after that and many experiments on the subsequent litters by Dr. Goth and his team. In many missives there were reports that the rat creatures possessed a human intelligence and that success was soon in coming.

When reports stopped coming to Optimax, a Shock Force team was sent in to investigate, ideally to retrieve Dr. Goth, his equipment, and his staff and move the project to a more controlled setting. All that was found by the Shock Force team was a destroyed lab and a lot of blood. No bodies were ever recovered and none of Dr. Goth's rats were retrieved.

Since then, there have been numerous sightings of these creatures now referred to as GothRats and it is believed that they number in the tens of thousands. According to Goth's notes, they breed at an alarming rate with an "unpredictable mutant chromosome that manifests itself with diverse results."

To date we have seen these intelligent rat creatures organize like the Mutants where the strongest or the smartest leads. Broods of GothRats have been known to tunnel up from the ground and strike at surprised communities for food and resources. Their strategy of swarming through an enemy by surprise and the fact that they have learned to arm themselves has made the GothRat forces are some of the most feared in the NAFTAZ. Long expansive tunnel complexes riddle urban areas beneath New York and other cities in the NAFTAZ. They allow the GothRats to move as they will virtually unseen by the "overdwellers." The only thing that has probably saved the surface from larger massed attacks is nothing more than the GothRats natural tendency towards infighting. Brood conflicts are all too common among their kind.

In battles where the Megacoms have emerged victorious against Broods of GothRats, the following conclusions have been drawn. First, they are very smart. Second, they are well organized and resourceful. Many a time has a GothRat been found with mechanized enhancements or other alterations that lead one to conclude that the GothRats are experimenting on themselves and working to modify their own species, a sobering thought for the overdwellers. Third, they seem susceptible to the same mutagenic contaminants as the rest of the populations. Many times have reports come in that note multi-armed GothRats of great size and ferocity within the Brood. Fourth and lastly, the GothRats seem to have an affinity with other normal vermin and even exhibit mental powers that allow them to manipulate their animal brethren.

Today, it is these seven factions that exert the greatest power over what was once America. Numerous others, far smaller and less organized, exist, but the growing strain of so many powerful opposing forces in an area even as large as North America can only be contained for so long. Only tomorrow knows what will come.

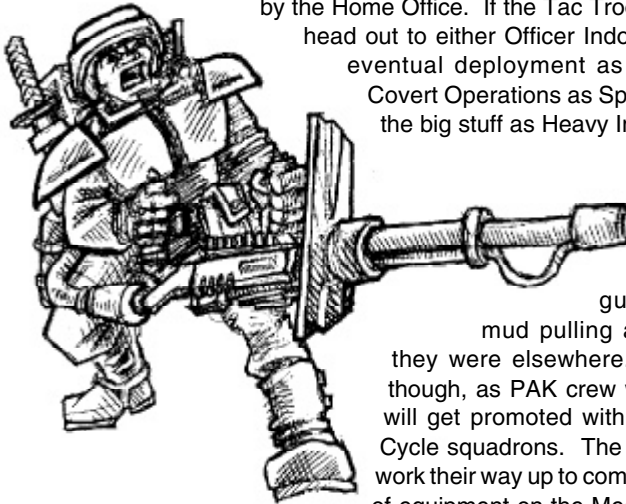
Force Lists for the Shock Force World

On the following pages, you will find prebuilt force lists with which you can play endless games that enact the furious conflicts between the seven major factions of the NAFTAZ. Each has been designed to carefully keep in mind the character of the force. This means that every faction has strengths and weaknesses and will play differently on the tabletop. The general WarEngine rules will let you build forces without weaknesses, which will be fine for some, but will generate the same force time and again. We have found much more enjoyment in our games when we have to work within the general confines of these lists. Feel free to build your own and create new factions, races, species or whole worlds. The creation is as much the fun as the game.

MegaCom Force Structure

The vast majority of MegaCom soldiers are raised in a corporate military school, understanding from birth that their role is to be the strong arm of the corporation. Once beyond schooling, their career begins with the Light Infantry, which acts as a kind of mobile boot camp. Ironically, for all that the Light Infantry is the least armed and armored of MegaCom units, they are as effective as most factions basic line troopers. Once an infantry soldier has proven himself in the Light Infantry, the battery of tests taken during his younger years determines his general career path, either continuing in the infantry or moving to the mechanized cavalry arm of the force. The infantry track will see the soldier advanced into the Tac Troopers, the most numerous of the MegaCom's forces. Exemplary aptitude for weaponry may get the soldier into the ranks of the gunners, that carry the heavier support weapons attached to combat units.

Beyond the Tac Troopers, the soldier would again be faced with career choices, decided by the Home Office. If the Tac Trooper is ever promoted, he'll head out to either Officer Indoctrination School (OIS) for eventual deployment as a Lieutenant, move into Covert Operations as Special Forces, or be granted the big stuff as Heavy Infantry.



On the mechanized cavalry side, Light Infantry will normally start out manning a PAK gun, slogging through the mud pulling a heavy gun and wishing they were elsewhere. Perseverance pays off, though, as PAK crew with any talent whatsoever will get promoted within two years to the Attack Cycle squadrons. The most gifted can eventually work their way up to command the most prized piece of equipment on the MegaCom roster, the Stalker.

The various career paths open to skillful soldiers need not end in just one branch of service. Cavalry sent on to OIS can become Artillery Commanders. MegaCom Captains have almost certainly spent at least some time in every area of corporate enforcement. A branch of the Covert Ops called Black Ops trains Special Forces elite to become the deadly battlefield assassins like the Infiltrators.

MegaCom soldiers spend almost their entire lives on the battlefield, receiving drugs and surgery to keep them going for twenty years, thirty years, or more in active and grueling duty. Survival to old age is rare, especially in the lower ranks, but usually those that do survive are brilliant leaders and tacticians, pure genius at the ways of war. Their reward for a lifetime of violent servitude may include a broken and tired body, but a permanent job in their MegaCom's Strategic Command Center, at last directing the action and making the decisions of where younger and physically stronger resources will be deployed to best effect.

Megacom Force List Selection

In addition to the basic rules for force selection, the Megacom Force:

Must include a Lieutenant for every group of three or less infantry squads (e.g. one if there are three or less, two if there are four to six, etc.) Infantry squads are Tac Troopers, Light Infantry, Heavy Infantry, and Special Forces.

May include one Captain if there are at least four infantry units in the Force.

May include one Artillery Commander if there is at least one unit of vehicles in the Force.

May include one Psychic for every two infantry units in the Force. Each Psychic is attached to an infantry unit, and each Psychic must be in a different unit.

Megacom Captain

PP	Description	T	Mv	Df	Mn	CR
75	Captain <i>Force Leader</i>	C	12"	4k4	5k5	10"

WP	Description	R	AV	AE	AET
21	Crockett Vibrosword	-	4k3	2x	CC
21	Crockett Vibrosword	-	4k3	2x	CC
30	Glowworm Fusion Pistol	18"	4k4	-	-
30	Glowworm Fusion Pistol	18"	4k4	-	-

Megacom Lieutenant

PP	Description	T	Mv	Df	Mn	CR
62	Lieutenant <i>Chain of Command</i>	C	12"	4k3	5k4	8"

WP	Description	R	AV	AE	AET
21	Crockett Vibrosword	-	4k3	2x	CC
30	Glowworm Fusion Pistol	18"	4k4	-	-
30	Glowworm Fusion Pistol	18"	4k4	-	-

Megacom Artillery Commander

PP	Description	T	Mv	Df	Mn	CR
48	Artillery Commander	C	6"	4k4	5k4	-

WP	Description	R	AV	AE	AET
12	Servo Claw	-	3k3	-	-
178	Missile Guidance System <i>High Explosive</i>	LOS	4k4	4x	Ex



Megacom Tac Trooper Squads

All Tac Troopers in the squad are armed identically, with one of the following three combinations:

- Laser Rifle & Vibroknife
- Machine Gun & Vibroknife
- Laser Pistol & Vibrosword

Tac Corporals and Tac Sergeants also select one of the above three combinations, but need not select the same as the Tac Troopers in their squad.

Tac Gunners are armed with a Crockett Vibroknife and a weapon from the Tac Gunner Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
3-8	29	Tac Trooper <i>Sole Survivor</i>	T	9"	3k2	4k3	4"
0-3*	29	Tac Gunner <i>Sole Survivor</i>	T	9"	3k2	4k3	4"
0-1	35	Tac Corporal <i>Sole Survivor, Chain of Command</i>	T	9"	3k2	4k3	5"
0-1	33	Tac Sergeant <i>Sole Survivor</i>	T	9"	3k2	4k3	6"

* Only one gunner allowed for every three models in the unit, rounded down.

Tac Trooper Arsenal

WP	Description	R	AV	AE	AET
8	Crockett Vibroknife	-	2k2	-	-
12	Crockett Vibrosword	-	3k3	-	-
32	Spectralight Laser Rifle	30"	3k2	-	-
24	Spectralight Laser Pistol	18"	3k2	-	-
26	Ameruzi Machine Gun	18"	3k3	-	-

Tac Gunner Arsenal

WP	Description	R	AV	AE	AET
42	Richter II Grenade Launcher	18"	4k3	2x	Ex
51	Glowworm Fusion Rifle	24"	4k4	2x	Li
45	Dragonstar Lite Heat Gun	24"	3k3	2x	Bu
60	Dragonstar Flamethrower	18"	4k4	3x	Bu
88	Richter IV Rocket Launcher	36"	5k4	3x	Ex



Megacom Light Infantry Squads

All Light Infantry in the squad are armed with a Laser Rifle and Vibroknife.

Light Infantry Sergeants may be armed with either of the following two combinations:

Laser Rifle & Vibroknife

Laser Pistol & Vibrosword

Light Infantry Gunners are armed with a Crockett Vibroknife and a weapon from the Light Infantry Gunner Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
3-8	20	Light Infantry	T	9"	2k2	3k3	-
0-3*	20	Light Infantry Gunner	T	9"	2k2	3k3	-
0-1	30	Light Infantry Sergeant	T	9"	3k2	3k3	6"

* Only one gunner allowed for every three models in the unit, rounded down.

Light Infantry Arsenal

WP	Description	R	AV	AE	AET
8	Crockett Vibroknife	-	2k2	-	-
10	Crockett Vibrosword	-	3k2	-	-
26	Spectralight Laser Rifle	24"	2k2	-	-
18	Spectralight Laser Pistol	12"	2k2	-	-

Light Infantry Gunner Arsenal

WP	Description	R	AV	AE	AET
39	Richter II Grenade Launcher	18"	3k3	2x	Ex
39	Dragonstar Lite Heat Gun	18"	3k3	2x	Bu
56	Dragonstar Flamethrower	18"	4k3	3x	Bu
76	Richter IV Rocket Launcher	30"	4k4	3x	Ex

Megacom Special Forces Squads

All Special Forces are armed as indicated below.

Qty	PP	Description	T	Mv	Df	Mn	CR
2-5	62	Special Forces	E	12"	3k3	5k4	6"

Sole Survivor, Eagle Eye, Bushwhacker, Stealthy

WP	Description	R	AV	AE	AET
10	Crockett Vibroknife	-	3k2	-	-
33	Spectralite II Laser Rifle	24"	3k3	-	-
	<i>Sniper Scope</i>				
33	Spectralight Laser Rifle	24"	3k3	-	-
	<i>Sniper Scope</i>				



Megacom Heavy Infantry Squads

All Heavy Infantry are armed with a Heavy Machine Rifle, Grenades, and a Vibroknife.

Heavy Infantry Sergeants are either armed identically to Heavy Infantry or with a Heavy Machine Pistol (x2) and a Vibrosword.

Heavy Infantry Gunners are armed with a Vibroknife and one weapon from the Heavy Infantry Gunner Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
2-5	53	Heavy Infantry <i>Sole Survivor, Tough</i>	E	9"	4k3	5k4	6"
0-2*	53	Heavy Infantry Gunners <i>Sole Survivor, Tough</i>	E	9"	4k3	5k4	6"
0-1	57	Heavy Infantry Sergeant <i>Sole Survivor, Tough</i>	E	9"	4k3	5k4	8"

* Only one gunner allowed for every three models in the unit, rounded down.

Heavy Infantry Arsenal

WP	Description	R	AV	AE	AET
10	Crockett Vibroknife	-	3k2	-	-
14	Crockett Heavy Vibrosword	-	4k3	-	-
26	Ameruzi Heavy Machine Pistol	18"	3k3	-	-
32	Ameruzi Heavy Machine Rifle	24"	4k3	-	-
36	Richter I Grenade	12"	4k3	2x	Ex

Heavy Infantry Gunner Arsenal

WP	Description	R	AV	AE	AET
72	Dragonstar Heavy Flamethrower	24"	5k4	3x	Bu
68	Richter III Grenade Launcher	24"	4k4	3x	Ex
80	Salamander Fusion Cannon	30"	5k4	3x	Li
72	Maelstrom Heavy Heat Gun	30"	4k3	3x	Bu
88	Richter VII Heavy Rocket Launcher36"	5k4	3x	Ex	
52	Spectralite Heavy Laser	48"	5k4	-	-
131	Ameruzi Heavy Machine Cannon 48"	4k4	2x	Bu	
	<i>Multiprofile</i>	48"	2k2	4x	Bu

Exterminator

PP	Description	T	Mv	Df	Mn	CR
56	Exterminator	C	15"	4k4	5k4	-

WP	Description	R	AV	AE	AET
18	Apogee E-Pads	-	5k4	-	-
16	Apogee E-Pads	-	4k4	-	-
21	Apogee E-Pads	-	4k3	2x	CC



Eliminator						
PP	Description	T	Mv	Df	Mn	CR
74	Eliminator <i>Sniper</i>	C	9"	4k3	5k4	-

WP	Description	R	AV	AE	AET
8	Close Assault	-	2k2	-	-
45	Nightstalker Rifle <i>Sniper Scope</i>	36"	4k4	-	-
45	Nightstalker Rifle <i>Sniper Scope</i>	36"	4k4	-	-

Infiltrator						
PP	Description	T	Mv	Df	Mn	CR
62	Infiltrator <i>Infiltration</i>	C	12"	4k4	5k4	-

WP	Description	R	AV	AE	AET
16	Crockett Vibrosword	-	4k4	-	-
16	Crockett Vibrosword	-	4k4	-	-
22	Ameruzi Machine Pistol	12"	3k3	-	-
22	Ameruzi Machine Pistol	12"	3k3	-	-

Megacom Stalker

Stalkers are normally armed with a Kick attack, a Vortex Minigun (x2) and one other ranged weapon from the Stalker Arsenal (which may also be a Vortex Minigun.)

Qty	PP	Description	T	Mv	Df	Mn	CR
1	108	Stalker	H	15"	5k5	A	-

Stalker Arsenal

WP	Description	R	AV	AE	AET
12	Kick	-	3k3	-	-
66	Vortex Minigun	36"	5k4	2x	Bu
72	Dragonstar Heavy Flamethrower	24"	5k4	3x	Bu
68	Richter III Grenade Launcher	24"	4k4	3x	Ex
80	Salamander Fusion Cannon	30"	5k4	3x	Li
72	Maelstrom Heavy Heat Gun	30"	4k3	3x	Bu
88	Richter VII Heavy Rocket Launcher	36"	5k4	3x	Ex
56	Spectralite Heavy Laser	48"	6k5	-	-
131	Ameruzi Heavy Machine Cannon	48"	4k4	2x	Bu
	<i>Multiprofile</i>	48"	2k2	4x	Bu



Megacom Mobile PAK Weapons

Each Mobile PAK Weapon is armed with Close Assault, a Laser Rifle and one of the other weapons from the PAK Arsenal.

PAK Weapons grouped into a battery of more than one may be armed differently.

Any Mobile PAK Weapon may be deployed singly. Any battery of more than one Mobile PAK Weapon must include one and only one Mobile Command PAK.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	46	Mobile Command PAK	L	6"	4k3	4k3	6"
1-2	40	Mobile PAK Weapon	L	6"	4k3	4k3	-

PAK Arsenal							
WP	Description	R	AV	AE	AET		
10	Close Assault	-	3k2	-	-		
26	Spectralite Laser Rifle	24"	2k2	-	-		
52	Spectralite Heavy Laser	48"	5k4	-	-		
126	Glowworm Fusion Cannon	30"	5k5	4x	Li		
100	Richter IX Rocket Cannon	36"	6k5	3x	Ex		
	High Explosive						
131	Ameruzi Heavy Machine Cannon	48"	4k4	2x	Bu		
	Multiprofile	48"	2k2	4x	Bu		

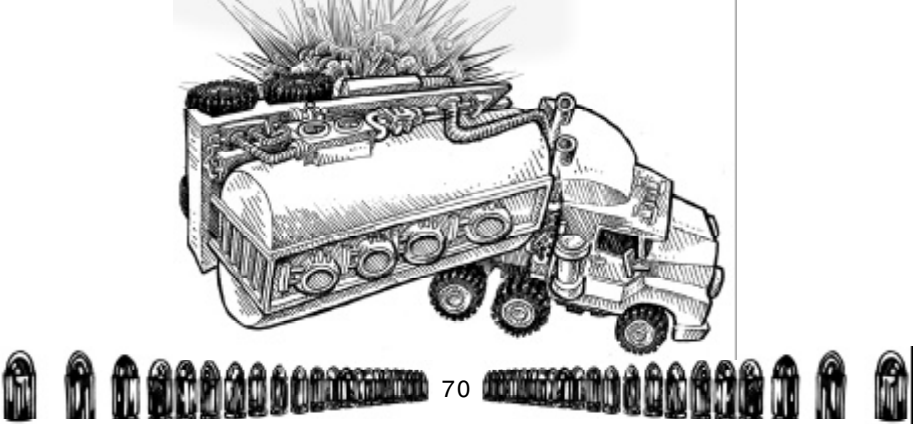
Megacom Fixed PAK Weapons

Each Fixed PAK Weapon is armed with Close Assault, a Laser Rifle and one of the other weapons from the PAK Arsenal. (see Mobile PAK Weapons list)

PAK Weapons grouped into a battery of more than one may be armed differently.

Any Fixed PAK Weapon may be deployed singly. Any battery of more than one Fixed PAK Weapon must include one and only one Fixed Command PAK.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	54	Fixed Command PAK	M	0"	5k4	4k3	6"
1-2	60	Fixed PAK Weapon	M	0"	5k4	4k3	-



Megacom Psychic

Psychics are always attached to other squads. They are armed with a Personal Assault Weapon and two Special Powers from the Psychic Arsenal. They may use the Multiprofile tweak to build multiple powers into one slot.

PP	Description	T	Mv	Df	Mn	CR
26	Psychic	E	9"	3k2	3k3	-

Psychic Arsenal

WP	Description	R	AV	AE	AET
8	Personal Assault Weapon	-	2k2	-	-
35	SP: Rally*	18"	4k4	-	-
42	SP: Electronic Feedback*	24"	4k4	-	-
42	SP: Drain Power*	18"	5k4	-	-
34	SP: Psychic Shield	12"	4k3	-	-
34	SP: Null Field	12"	4k3	-	-
36	SP: Invigorate	18"	3k3	-	-
43	SP: Telepathic Command	36"	3k3	-	-

* The Psychic's power selection may only include one of the marked powers due to limitations in the number of allowable Heavy weapons carried by an elite.

Megacom Attack Cycles

Attack Cycles pick one of the three profiles below. Each is armed with Overrun Attack. Strike Cycles and Command Cycles may take one Twin-Linked Spectralite Laser. Assault Cycles must take the Twin-Linked Spectralite Laser and may take any one other of the listed ranged weapons.

Any Attack Cycle may be deployed singly. Any squad of more than one Attack Cycles must include one and only one Command Cycle.

PP	Description	T	Mv	Df	Mn	CR
1-3 per unit	84 Command Cycle	L	24"	4k4	5k4	10"
	64 Strike Cycle	L	24"	4k3	4k4	-
	60 Assault Cycle	L	21"	4k3	4k4	-

Attack Cycle Arsenal

WP	Description	R	AV	AE	AET
26	Overrun Attack <i>Long Weapon</i>	-	3k2	3x	CC
32	Twin-Linked Spectralite Laser	24"	4k3	-	-
42	Richter II Grenade Launcher	18"	4k3	2x	Ex
51	Glowworm Fusion Rifle	24"	4k4	2x	Li
45	Dragonstar Lite Heat Gun	24"	3k3	2x	Bu
60	Dragonstar Flamethrower	18"	4k4	3x	Bu
88	Richter IV Rocket Launcher	36"	5k4	3x	Ex



The Organization Force Structure

This is how it is, see. Bein' in the Family is all about gettin' made. You gots different ways you can get there, but the whole goal is about bein' in like Flynn. And I don't mean no scrawny little, dance around in ya tights, wavin' a little pig-sticker kind Robin Hood kind of Flynn. No, you have to be tough as nails to make it into the Family. A lot of guys never even tries it, seein' as how you gotta be out there givin' and takin' hits on the front lines to even stand a chance. If you ain't workin' on it by the time you're fifteen or so, it's pretty much a sure thing you ain't ever, and you'll be in some kind of blue-collar job the rest of your life. You don't go for it, you aren't an Org, you is just a Joe, y'know?

So mostly, you start out runnin' errands until you gets noticed. If you do your job right, you get assigned to a Delinquent Gang. The older kids in the gang teach the younger how to fight. We likes to give 'em all shotguns, since it don't take no G.E.D. to fire one a them. Forget about it, just point and shoot, like a camera or somethin'. The leader of a Delinquent Gang is a Punk. I read once that Delinquent and Punk used to be derogatory words, but no more. A kid gets called a Delinquent, his chest swells up with pride next time he walks through the neighborhood.

Once he enters his majority, he can join up with the Thug squads. That's where most of the Orgs spend most of their careers. You can tells when a guy's got it goin' on, since he gets handed a better gun, something big and packin' like one of them fusion rifles or somethin'. We's call him Muscle after that, on account of the big hurt he can put on the other guy.

There's a few ways a fella can get made after that. He can go the slow and careful route and become an Enforcer. Some of the Enforcers get made and stay Enforcers, since they like bein' in the thick of it and their good at it. Some move on and we don't see 'em out fightin' after that. The guys who really like to rough guys up go in for cybernetic enhancement, and we call 'em CybOrgs after that. Those guys end up wicked awesome at the rumble, but I think they're all kind of touched in the head, myself. The best of them get really wired up and can get assigned to be a Capo. The Capos are the guys that lead the whole lot into the biggest fights, like when we hafta tangle with the 'Coms or somethin'. All the CybOrgs and Capos are made, but you'd never know it, since all they do is work out and talk about their circuits and stuff.

Another way to get made is to work with the vehicles. We have our own bikes and the really wicked Thugnaughts, plus we get all kinds of other armored stuff in trade off other guys who owe the Family. You can get made in just a couple months if you can ride in the gunner's chair of one of them Thugnaughts and survive. You have to have some pretty big ones to even try it.

Real smart guys can get trainin' with the Family to learn some tricky stuff. That's the best way, I'm thinkin'. The trainin' is all about how to use the weapons of the Cleaner. First rifles and later how to get in close with a knife. What's really cool is that some guys come out of the trainin' with wicked powers that defy all explainin'. They get called Counselors, since they get sent out with the Capos and their teams and kind of keep the whole thing movin' in the right direction. That's what I want to be.

I'm off now, but you think about it, kid. You can't do better for yourself than getting made.



The Organization Force List Selection

In addition to the basic rules for force selection, the Organization Family:

May include one Capo if there is at least one CybOrg hit squad in the Family.

May include one Counselor for every two hit squads in the Family.

May use any vehicle or vehicle squad from other faction lists. However, any vehicle not from the Organization Force List must automatically take the vehicle flaw *Unfamiliar Controls*.

Organization Capo

A Capo may select any two close combat weapons and any two ranged weapons from the Capo Arsenal, but may not take duplicates.

PP	Description	T	Mv	Df	Mn	CR
92	Capo <i>Dodge, Frenzied, Tough, Cybernetic</i>	C	12"	5k4	A	10"

Capo Arsenal						
WP	Description	R	AV	AE	AET	
12	Razorpoint Power Stiletto	-	3k3	-	-	
28	Separator Electrosaw	-	4k3	3x	CC	
27	Streetpummier Power Axe* <i>Long Weapon</i>	-	5k4	2x	CC	
20	Headcrusher Plasma Fist*	-	5k5	-	-	
36	Ripper Particle Disruptor*	24"	5k4	-	-	
45	Explo IV Grenade Launcher	24"	3k3	2x	Ex	
45	Rumbleduster Fusion Gun*	18"	4k4	2x	Li	
39	Heatwave Flamethrower	18"	3k3	2x	Bu	
52	Streetstalker Autogun*	12"	4k4	3x	Bu	

* The Capo's weapon selection may only include two of the marked weapons due to limitations in the number of allowable Heavy and Support weapons carried by a character.

Organization Cleaner - The Bullet

PP	Description	T	Mv	Df	Mn	CR
68	The Bullet <i>Sniper</i>	C	12"	3k3	A	-

WP	Description	R	AV	AE	AET	
12	Razorpoint Stiletto	-	3k3	-	-	
41	Nightstalker Rifle <i>Sniper Scope</i>	30"	4k4	-	-	
41	Nightstalker Rifle <i>Sniper Scope</i>	30"	4k4	-	-	



Organization Counselor

Counselors are armed with Brass Knuckles and up to three Special Powers from the Counselor Arsenal. They may use the *Multiprofile* tweak to build multiple powers into one slot.

PP	Description	T	Mv	Df	Mn	CR
62	Counselor	C	12"	4k3	5k5	8"

Counselor Arsenal

WP	Description	R	AV	AE	AET
14	Brass Knuckles	-	4k3	-	-
34	SP: Brute Strength	12"	4k3	-	-
34	SP: Mob Mentality	12"	4k3	-	-
50	SP: Instill Overwhelming Greed	18"	5k4	-	-
57	SP: Payoff (see Control)	6"	6k5	-	-
43	SP: Adrenal Overload	18"	4k3	-	-
29	SP: You Da Man	12"	4k3	-	-

Organization CybOrg Hit Squads

CybOrgs in the hit squad are armed with either two close combat weapons and a ranged weapon, or two ranged weapons and a close combat weapon. All weapons are selected from the CybOrg Arsenal.

A CybOrg Boss may replace the more usual Enforcer in Thug Hit Squads. (see Thug listing.)

Qty	PP	Description	T	Mv	Df	Mn	CR
2-6	50	CybOrg <i>Tough, Cybernetic</i>	E	12"	4k3	5k4	-
0-1	58	CybOrg Boss <i>Tough, Cybernetic</i>	E	12"	4k3	5k4	7"

CybOrg Arsenal

WP	Description	R	AV	AE	AET
12	Razorpoint Power Stiletto	-	3k3	-	-
21	Separator Electrosaw	-	4k3	2x	CC
16	Headcrusher Plasma Fist*	-	4k4	-	-
30	Ripper Particle Disruptor*	18"	4k4	-	-
39	Explo IV Grenade Launcher	18"	3k3	2x	Ex
42	Rumbleduster Fusion Gun	18"	4k3	2x	Li
33	Heatwave Flamethrower	12"	3k3	2x	Bu
48	Streetstalker Autogun	12"	4k3	3x	Bu

* A CybOrg's weapon selection may only include one of the marked weapons due to limitations in the number of allowable Heavy weapons carried by an elite.



Organization Thug Hit Squads

All Thugs in the hit squad are armed with a Machine Gun & Street Brawling

Thug Muscle are armed with Street Brawling and one weapon from the Thug Muscle Arsenal.

Thug Hit Squads are normally led by an Enforcer armed with a Machine Gun (x2) and Street Rumble.

An Enforcer may replace the usual Punk in a Delinquent Hit Squad (see Delinquent listing.)

Qty	PP	Description	T	Mv	Df	Mn	CR
3-8	20	Thug	T	9"	2k2	3k3	-
0-2*	20	Thug Muscle	T	9"	2k2	3k3	-
0-1**	38	Enforcer	E	9"	3k2	4k3	8"

* Only one muscle allowed for every three models in the unit, rounded down.

** You may replace the Enforcer with a CybOrg Boss (see CybOrg listing.)

Thug & Enforcer Arsenal

WP	Description	R	AV	AE	AET
12	Street Brawling	-	3k3	-	-
14	Street Rumble	-	4k3	-	-
24	Ameruzi Machine Gun	18"	3k2	-	-

Thug Muscle Arsenal

WP	Description	R	AV	AE	AET
28	Shredder Particle Rifle	18"	4k3	-	-
42	Scarface III Grenade Launcher	18"	4k3	2x	Ex
48	Bally Boom-Boom Stick	24"	4k3	2x	Li
56	Alfonse II Heat Gun	18"	4k3	3x	Bu
76	Taj Mahal Rocket Delivery System ^{30"}	4k4	3x	Ex	

Organization Cleaner - The Knife

PP	Description	T	Mv	Df	Mn	CR
84	The Knife <i>Dodge, Stealthy, Infiltration</i>	C	15"	4k3	A	-

WP	Description	R	AV	AE	AET
24	Razorpoint Stiletto	-	4k4	2x	CC
24	Razorpoint Stiletto	-	4k4	2x	CC
22	Baccarat Autopistol	12"	3k3	-	-



Organization Delinquent Hit Squads

All Delinquents in the hit squad are armed with a Shotgun & Dirty Fighting.

Delinquent Muscle are armed with Dirty Fighting and one weapon from the Delinquent Muscle Arsenal.

Delinquent Hit Squads are normally led by a Punk armed with a Shotgun, Grenades, and Street Brawling.

Qty	PP	Description	T	Mv	Df	Mn	CR
3-8	14	Delinquent	T	9"	2k1	3k2	-
0-2*	14	Delinquent Muscle	T	9"	2k1	3k2	-
0-1**	26	Punk	T	9"	2k2	3k3	6"

* Only one muscle allowed for every three models in the unit, rounded down.

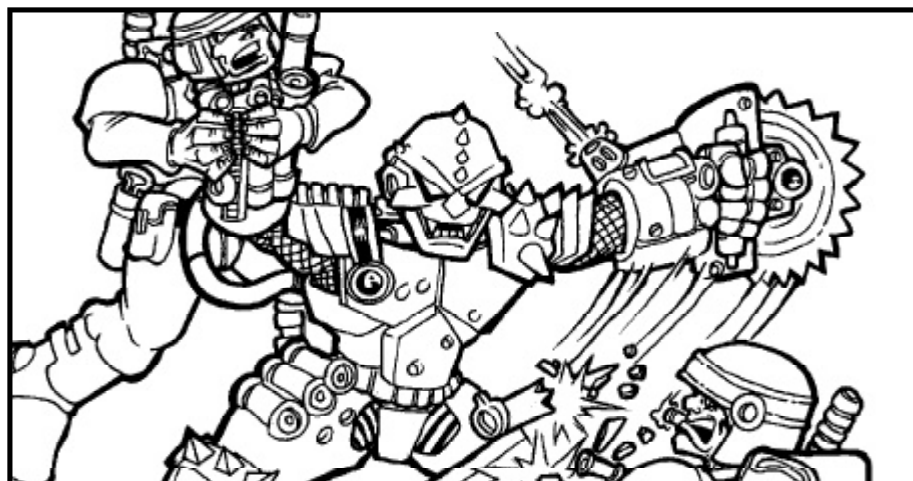
** You may replace the Punk with a Thug Enforcer (see Thug listing.)

Delinquent & Punk Arsenal

WP	Description	R	AV	AE	AET
8	Dirty Fighting	-	2k2	-	-
12	Street Brawling	-	3k3	-	-
30	Shotgun	12"	3k2	2x	Bu
33	Grenade	12"	3k3	2x	Ex

Delinquent Muscle Arsenal

WP	Description	R	AV	AE	AET
26	Shredder Particle Rifle	18"	3k3	-	-
39	Scarface III Grenade Launcher	18"	3k3	2x	Ex
45	Bally Boom-Boom Stick	24"	3k3	2x	Li
52	Alfonse II Heat Gun	18"	3k3	3x	Bu
72	Taj Mahal Rocket Delivery System	30"	4k3	3x	Ex



Organization Black Hand Bike Squads

All Black Hand Bikes in the bike squad are armed with Drive By, Anti-Infantry Guns, and another weapon selected from the Black Hand Bike Arsenal.

Any Black Hand Bike may be deployed singly. Any squad of more than one Black Hand Bike must include one and only one Black Hand Command Bike.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	60	Black Hand Command Bike	L	24"	4k3	4k3	8"
1-2	50	Black Hand Bike	L	24"	4k3	4k3	-

Black Hand Bike Arsenal

WP	Description	R	AV	AE	AET
18	Drive By	-	3k3	2x	CC
36	Anti-Infantry Guns	6"	3k3	3x	Bu
28	Shredder Particle Rifle	18"	4k3	-	-
42	Scarface III Grenade Launcher	18"	4k3	2x	Ex
48	Corleone IV Plasma Rifle	24"	4k3	2x	Li
56	Alfonse II Heat Gun	18"	4k3	3x	Bu

Organization Atrocitor Mark II Thugnaught

The Atrocitor Mark II Thugnaught is always armed with Stomp, a Crusher Claw, a Separator Blade, and two other weapons from the Thugnaught Arsenal.

PP	Description	T	Mv	Df	Mn	CR
124	Atrocitor Mark II Thugnaught <i>Terrifying</i>	H	15"	6k5	A	-

Thugnaught Arsenal

WP	Description	R	AV	AE	AET
10	Stomp	-	3k2	-	-
36	Crusher Claw	-	6k5	-	-
49	Separator Blade <i>Long, Armor Piercing Very Long</i>	-	5k5	3x	CC
55	Explo VII Grenade Cannon <i>High Explosive</i>	24"	4k4	2x	Ex
72	Leadstorm Machine Cannon	30"	4k3	3x	Bu
132	Corleone XII Plasma Cannon	36"	5k4	4x	Li
102	Giovanni Flame Cannon	18"	5k5	4x	Bu



GothRat Force Structure

The strongest GothRat in the Brood, the BroodLord, commands with brutal and inhuman efficiency. BroodLords never trust one another, as they know how they themselves grew to power through ruthlessness and betrayal of their own. In large Broods, however, there can be too many individual GothRats for even a BroodLord to control alone, so he must rely on someone. Consorts fulfill this role admirably, as they are devoted to the BroodLord through their mating instinct and could not run the Brood themselves. Both BroodLords and Consorts are able to ride the giant rats that have grown in the tunnels and sewers below once great cities, mutated to enormous size by contaminants.

The concept of Favor is an important one in GothRat society, as the favor of the BroodLord determines a 'Rats opportunity to advance. A Brood will only have a few that have been granted Favor, and they typically lead the others in combat as much by this reward as their greater skill and weaponry. Favored Consorts have been known to lead GothRat forces on their own when a Brood has grown sufficiently that the BroodLord can't accompany every raid.

The bulk of the 'Rats live their lives in the Litters, packs of GothRats born of the same Consort. GothRats of different ages from the same Consort will often combine into mixed Litters as the life of a GothRat is often short and violent. The smallest and weakest of the 'Rats are the Broodlings, as small as human child, yet vicious, especially in numbers. More advanced GothRats are the Skulkers, who have mastered rudimentary weapons and have often scrounged a decent one, wresting it away from their Littermates. GothRats that grow to much larger size can often grab up the best weaponry and are referred to as Hulkers. Any GothRat can receive Favor, and Litters can as easily be led by a Favored Broodling as a Skulker or Hulker.

Skulkers that show a talent for working with the giant rats, get assigned to their care and breeding. They will also be allowed to ride or herd them to war and act as Scouts for the GothRat force.

Some GothRats have been found to possess an innate understanding of things mechanical and cybernetic. It has been of great concern to the "overdwellers" that some have been seen to incorporate cybernetic parts into themselves, forming new Litters of MechRats. This rapid advancement into high technology should be of major concern to the other factions as it implies a level of sophistication of dangerous proportions.

GothRats have also begun to exhibit an attunement to the natural world not wholly unlike the Vengequan, although turned toward a much more sinister bent. The Kah-Masters, who direct the harvest of Kah, a drug distilled beneath the cities and sold clandestinely to Megacom and Organization buyers, have been able to summon forth swarms of creatures to do their bidding. As a horrible blend of the effects of the Kah and cybernetic experimentation, creatures dubbed BrainRats have also begun to appear, capable of the most vicious of powers that are changing the face of war with the GothRats.

Who can say for sure where it will end? What might come forth next from the depths to haunt men's dreams?



GothRat Force Selection List

In addition to the basic rules for force selection, the GothRat Brood:

May only include one BroodLord per Brood.

May only include Swarms if the Brood also includes at least one Kah-Master.

GothRat BroodLord

The GothRat BroodLord may select either profile.

Mounted BroodLords are armed with Rat Bite, an additional close combat weapon from the BroodLord Arsenal, a Furburner Pistol, and an additional ranged weapon from the BroodLord Arsenal.

Unmounted BroodLords are armed with a Furburner Pistol, two close combat weapons from the BroodLord Arsenal, and an additional ranged weapon from the BroodLord Arsenal.

PP	Description	T	Mv	Df	Mn	CR
88	BroodLord <i>Frenzied, Tough</i>	C	12"	5k4	A	10"
96	Mounted BroodLord <i>Frenzied, Tough</i>	C	18"	5k4	A	10"

BroodLord Arsenal

WP	Description	R	AV	AE	AET
20	Rat Bite* <i>Poisoned</i>	-	2k2	-	-
21	Voltage Blade	-	4k3	2x	CC
24	Bone Blade	-	3k3	3x	CC
20	Rattail Whip <i>Long, Entangling</i>	-	3k2	-	-
30	Furbiter Lance* <i>Long, Charging Weapon</i>	-	5k4	-	-
32	Furburner Pistol	24"	4k3	-	-
64	Flamespitter	18"	5k4	3x	Bu
45	Sump Gun	24"	3k3	2x	Bu
48	Hairsplitter	24"	4k3	2x	Li
72	Gutterstorm	30"	4k3	3x	Bu
38	Shredder	36"	3k3	-	-

* Only available to Mounted BroodLords



GothRat Consort

The GothRat Consort may select either the Consort or Mounted Consort profile. One Consort in the Brood may select the Favored Consort profile.

Mounted Consorts are armed with Rat Bite, a Furbiter Lance, and a ranged weapon from the Consort Arsenal.

Unmounted Consorts are armed with a Furburner pistol, one close combat weapon from the Consort Arsenal, and one additional ranged weapon from the Consort Arsenal.

Favored Consorts are armed with Rat Bite, a Furbiter Lance, and a ranged weapon from the Consort Arsenal. Favored Consorts have the option of taking a second ranged weapon, which must be identical to the first selected (indicating a higher rate of fire.)

PP	Description	T	Mv	Df	Mn	CR
64	Consort <i>Frenzied</i>	C	12"	4k4	5k4	8"
72	Mounted Consort <i>Frenzied</i>	C	18"	4k4	5k4	8"
78	Favored Consort <i>Frenzied</i>	C	18"	4k4	5k5	9"

Consort Arsenal

WP	Description	R	AV	AE	AET
20	Rat Bite* <i>Poisoned</i>	-	2k2	-	-
21	Voltage Blade	-	4k3	2x	CC
24	Bone Blade	-	3k3	3x	CC
20	Rattail Whip <i>Long, Entangling</i>	-	3k2	-	-
28	Furbiter Lance* <i>Long, Charging Weapon</i>	-	4k4	-	-
28	Furburner Pistol	18"	4k3	-	-
52	Flamespitter	12"	4k4	3x	Bu
39	Sump Gun	18"	3k3	2x	Bu
42	Hairsplitter	18"	4k3	2x	Li
64	Gutterstorm	24"	4k3	3x	Bu
34	Shredder	30"	3k3	-	-

* Only available to Mounted Consorts and Favored Consorts



GothRat MechRat Litter

MechRats and Favored MechRats are armed with two different close combat weapons and a ranged weapon from the MechRat Arsenal.

One MechRat or Favored MechRat may be included in a Brood Litter (see Brood Litter listing.)

Qty	PP	Description	T	Mv	Df	Mn	CR
2-5	42	MechRat <i>Cybernetic</i>	E	12"	3k3	4k4	5"
0-1	54	Favored MechRat <i>Cybernetic</i>	E	12"	4k3	5k4	7"

Arsenal						
WP	Description	R	AV	AE	AET	
14	Metal Jaws	-	4k3	-	-	
15	Voltage Claw	-	3k3	2x	CC	
16	Lightning Tail <i>Long Weapon</i>	-	3k3	-	-	
42	Plasma Sprayer	18"	4k3	2x	Bu	
42	Grenade Launcher	18"	4k3	2x	Ex	
42	Fusion Bolter	18"	4k3	2x	Li	

GothRat Cavalry Scouts Litter

Cavalry Scouts and Favored Cavalry Scouts are armed with Rat Bite, a close combat weapon from the Cavalry Scout Arsenal, and a ranged weapon from the Cavalry Scout Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
2-5	46	Cavalry Scout	E	18"	4k3	4k3	-
0-1	60	Favored Cavalry Scout	E	18"	4k4	4k4	7"

Cavalry Scout Arsenal						
WP	Description	R	AV	AE	AET	
20	Rat Bite <i>Poisoned</i>	-	2k2	-	-	
18	Voltage Blade	-	3k3	2x	CC	
20	Bone Blade	-	3k2	3x	CC	
26	Furbiter Lance <i>Long, Charging Weapon</i>	-	4k3	-	-	
24	Furburner Pistol	18"	3k2	-	-	
48	Flamespitter	12"	4k3	3x	Bu	
39	Sump Gun	18"	3k3	2x	Bu	
39	Hairsplitter	18"	3k3	2x	Li	



GothRat Brood Litter

Broodlings are armed Claws & Bite and may be further armed with a Scrounged Firearm. Favored Broodlings are armed with Claws & Bite and a Prized Firearm.

Skulkers are armed with Claws & Bite and a Scrounged Firearm. Favored Skulkers are armed with a close combat weapon and either Prized Firearm or Prized Firearm (x2) from the Skulker Arsenal.

Hulkers are armed with a close combat weapon and a ranged weapon from the Hulkster Arsenal. Favored Hulkers are armed with a close combat and either one or two of the same ranged weapon from the Hulkster Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-12*	14	Broodling	T	12"	2k1	2k2	-
**	24	Favored Broodling <i>Frenzied</i>	T	12"	2k2	3k2	4"
0-8*	20	Skulker	T	12"	2k2	3k2	-
**	40	Favored Skulker <i>Frenzied</i>	E	12"	3k2	4k3	7"
0-3*	32	Hulker	E	12"	3k3	3k3	-
**	42	Favored Hulker <i>Frenzied</i>	E	12"	3k3	4k3	6"

* A Brood Litter must have at least 3 figures and may not include more than 12 figures, not including the optional MechRat or MechRat Favored.

** Favored GothRats replace regular GothRats of the same type (Hulker, Skulker, Broodling.) No more than two Favoreds may be in a Brood Litter, including the optional MechRat or MechRat Favored.

Broodling Arsenal

WP	Description	R	AV	AE	AET
6	Claws & Bite	-	2k1	-	-
16	Scrounged Firearm	12"	2k1	-	-
22	Prized Firearm	18"	2k2	-	-

Skulker Arsenal

WP	Description	R	AV	AE	AET
8	Claws & Bite	-	2k2	-	-
12	Bone Blade	-	2k2	2x	CC
10	Voltage Blade	-	3k2	-	-
22	Scrounged Firearm	18"	2k2	-	-
24	Prized Firearm	18"	3k2	-	-



Hulker Arsenal						
WP	Description	R	AV	AE	AET	
12	Claws & Bite	-	3k3	-	-	
21	Tail Whip	-	3k2	2x	CC	
	<i>Long Weapon</i>					
64	Flamespitter	18"	5k4	3x	Bu	
45	Sump Gun	24"	3k3	2x	Bu	
48	Hairsplitter	24"	4k3	2x	Li	
34	Shredder	30"	3k3	-	-	
88	Gutterstorm*	36"	5k4	3x	Bu	

* Only available to Hulker Favoreds

GothRat Kah-Master

A Kah-Master is armed with a Prized Weapon, Summoning (Swarm), and Induce Kah-Frenzy.

PP	Description	T	Mv	Df	Mn	CR
40	Kah-Master	C	12"	3k3	4k4	-

Arsenal

WP	Description	R	AV	AE	AET	
12	Prized Weapon	-	3k3	-	-	
34	SP: Summoning (Swarm)	12"	4k3	-	-	
27	SP: Induce Kah-Frenzy	6"	4k4	-	-	

GothRat Swarms

GothRat Swarms are "armed" with Swarming and one other weapon from the Swarm Arsenal.

PP	Description	T	Mv	Df	Mn	CR
66	Swarm <i>Summoned</i>	M	12"	4k4	A	-

Swarm Arsenal

WP	Description	R	AV	AE	AET	
57	Swarming <i>Very Long</i>	-	4k4	4x	CC	
44	Screeching (Bats)	12"	3k3	3x	Ex	
36	Creeping Horror (Insects) <i>Heat Sensitive (see Thermal Scope)</i>	6"	4k3	2x	Bu	
24	Burrowing (Rats) <i>Armor Piercing</i>	-	4k4	-	-	



GothRat BrainRat

BrainRats are armed with a Prized Weapon and up to three Special Powers from the BrainRat Arsenal. They may use Multiprofile to include multiple Special Powers in a single slot.

PP	Description	T	Mv	Df	Mn	CR
48	BrainRat <i>Cybernetic</i>	C	12"	3k3	4k4	6"

BrainRat Arsenal

WP	Description	R	AV	AE	AET
12	Prized Weapon	-	3k3	-	-
34	SP: Invigorate*	6"	5k4	-	-
34	SP: Mob Mentality	12"	4k3	-	-
39	SP: Skulk in Shadows*	24"	4k4	-	-
34	SP: Wall of Spewing Filth	12"	4k3	-	-
34	SP: Shove	18"	4k3	-	-
40	SP: Chittering Hordes*	18"	4k4	-	-
42	SP: Illusionary Swarm*	24"	4k4	-	-

* A BrainRat's selection may only include one of the marked powers due to limitations in the number of allowable Heavy & Support weapons carried by characters.

GothRat Giant Rat Litters

A Giant Rat litter may include a single Favored Cavalry Scout as its leader. (see *Cavalry Scout* listing)

Qty	PP	Description	T	Mv	Df	Mn	CR
1-3	36	Giant Rat	L	18"	2k2	3k2	-

WP	Description	R	AV	AE	AET
20	Rat Bite <i>Poisoned</i>	-	2k2	-	-



Scarlet Brethren Force Structure

The Scarlet Brethren are a community of the fervent followers of the Beneficent Light. Who or what this Beneficent Light may be is not known to except perhaps a select few known as The Pure. The Brethren are organized into Lodges, each led by an Extoller, who is proficient in the practice and teaching of the Way of Light. The Extoller is like a local priest in charge of his parish who yet answers to other clergy who only rarely visit.

The Extoller's flock consists largely of the Laity and the Deliverers. The Laity are those who have joined the Brethren, but have not yet gained any advancement or inoculation. The Deliverers have received the basic inoculation and have earned the right to carry the most basic weapons the Beneficent Light has seen fit to grant its followers.

Within the ranks of the Laity, an element of leadership is often required, as they are the weakest-minded of the Brethren and all too likely to run as casualties begin to mount. Deliverers that have an aptitude for music are trained to be Glorificants and are handed a sonic weapon that allows them to direct the Brethren in morale-boosting prayer and song as well as direct a more focused sonic attack on their enemies.

The Laity do have a couple ways to become more formidable opponents before inoculation. The Gathering Truck has become a common sight in Brethren forces, with Laity crammed into the back in as great of numbers as will fit, directing their fire from an elevated position to rain destruction upon the foe. Some Laity Hunters have also managed to also dogs to root out and kill enemy in hidden positions. Even the small tractors used to manage crops have been converted for use in war, mounting powerful weapons with which to smite the enemy.

Two other types of clergy have developed as Pentecostal Brethren have joined the ranks. Snake handlers known as Visionaries have found their skills of the second sight to be very useful in guiding the Brethren to success. Those that gain the ability to speak in tongues use similar technology to the Glorificants to boost morale of the Laity and are called Pontificators.

Beyond the Lodge, Brethren that have been tapped out as particularly talented and fervent go to training in some undisclosed location. They return much changed, more serious and directed than before. These are The Chaste, led by their captains, the Scourge. They join lodges for a time to lead them to battle, either working as a separate, powerful unit or deploying some of their number amongst the other Brethren to boost morale and keep frightened Brethren from running away.

Many never return from training as The Chaste, unless it as the mysterious Pure. The Pure never reveal their old identity and never remove their protective armor. They are all too rare and spread thin enough that two are almost present at the same time. The Pure are able to direct multiple lodges to work together and the greatest Gatherings to date have been led by them.



Scarlet Brethren Force Selection List

In addition to the basic rules for force selection, the Scarlet Brethren Gathering:

May include one of The Pure per Gathering only if the Gathering includes a unit of The Chaste.

May only include one unit of The Chaste.

May only include more than one Extoller if the Gathering includes one of The Pure.

Scarlet Brethren The Pure

The Pure is armed with the Touch of God, the Wrath of God, and the Light of God, and a Special Power selected from The Pure Arsenal. The Pure may use *Multiprofile* to take multiple Special Powers in a single slot.

The Pure must take at least 6 Hero Points

PP	Description	T	Mv	Df	Mn	CR
98	The Pure	C	12"	5k4	A	10"
	<i>Flame Retardant, Hyperactive Metabolism, Regeneration, Cybernetic</i>					

The Pure Arsenal

WP	Description	R	AV	AE	AET
33	Touch of God	-	6k5	2x	CC
64	Wrath of God	24"	4k3	3x	Bu
50	Light of God	42"	5k5	-	-
38	SP: Expunge Nanites	18"	4k3	-	-
29	SP: Incontrovertible Truth	12"	4k3	-	-
36	SP: Fervor of the Righteous	12"	4k3	-	-
43	SP: Sudden Conversion	18"	4k3	-	-
29	SP: Shield of God	12"	4k3	-	-
42	SP: Sanctuary (see Null Field)	24"	4k3	-	-

Scarlet Brethren Extoller

Extollers are armed with a Sceptre of Purity (x2), a ranged weapon from the Extoller Arsenal, and Televangelism.

PP	Description	T	Mv	Df	Mn	CR
68	Extoller	C	9"	4k4	5k5	10"

Extoller Arsenal

WP	Description	R	AV	AE	AET
14	Sceptre of Purity	-	4k3	-	-
42	Double-barrelled Shotgun	18"	4k3	2x	Bu
48	Expunger Grenades	12"	4k3	3x	Bu
45	Purifier Fusion Pistol	24"	3k3	2x	Li
46	SP: Televangelism	30"	4k4	-	-



Scarlet Brethren Pontificator

Pontificators are armed with Laying of Hands, a ranged weapon from the Pontificator Arsenal, and Speaking in Tongues.

PP	Description	T	Mv	Df	Mn	CR
50	Pontificator	C	9"	4k3	4k4	7"

Pontificator Arsenal

WP	Description	R	AV	AE	AET
18	Laying of Hands	-	3k3	2x	CC
26	Smitty & Westhall Revolver	18"	3k3	-	-
33	Cleanser Hand Flamethrower	12"	3k3	2x	Bu
35	SP: Speaking in Tongues	18"	4k4	-	-

Scarlet Brethren Himali III Tractor

Himali III Tractors are deployed either singly or in pairs. Single Tractors use the Tractor profile. If Tractors are deployed as a pair, one of the Tractors will use the Tractor profile, the other the Command Tractor profile.

Tractors and Command Tractors are armed with a Cowcatcher, Weedwhacker, and two ranged weapons from the Tractor Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	78	Command Tractor	M	15"	5k4	4k4	8"
1	68	Tractor	M	15"	5k4	4k4	-

Tractor Arsenal

WP	Description	R	AV	AE	AET
18	Cowcatcher	-	3k3	2x	CC
12	Weedwhacker	-	3k3	-	-
57	Hell's Fury Machine Cannon	30"	4k4	2x	Bu
44	Radiant Light Laser Cannon	36"	5k4	-	-
54	Inoculator Plasma Cannon	24"	5k4	2x	Ex
80	Purifier Fusion Cannon	30"	5k4	3x	Li



Scarlet Brethren Huntsman Pack

The Hunter is armed with a Skinning Knife and a ranged weapon from the Huntsman Arsenal. Bloodhounds are armed with Bloodhound Bite. Pitbulls are armed with Pitbull Bite (x2).

Qty	PP	Description	T	Mv	Df	Mn	CR
1	30	Hunter	T	12"	2k2	4k3	6"
0-2	20	Bloodhounds <i>Tracker</i>	T	12"	2k1	3k2	-
1-4	30	Pitbulls <i>Frenzied, Tough</i>	T	12"	3k2	3k2	-

Huntsman Arsenal

WP	Description	R	AV	AE	AET
8	Skinning Knife	-	2k2	-	-
6	Bloodhound Bite	-	2k1	-	-
12	Pitbull Bite	-	3k3	-	-
27	Shotgun	12"	2k2	2x	Bu
22	Hunting Rifle	18"	2k2	-	-

Scarlet Brethren Deliverers Cell

Deliverers are armed with Combat Training and a ranged weapon from the Deliverer Arsenal.

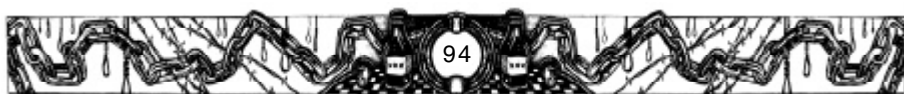
Deacons are armed with a close combat weapon, Expunger Grenades and a ranged weapon from the Deliverer Arsenal.

A Deliverer cell may include a Chaste transferred from a Chaste cell, if taken, in addition to or instead of its Deacon. (see The Chaste listing)

Qty	PP	Description	T	Mv	Df	Mn	CR
3-8	24	Deliverer	T	9"	3k2	3k3	-
0-1	40	Deacon	E	12"	3k3	4k3	6"

Deliverer Arsenal

WP	Description	R	AV	AE	AET
15	Combat Training	-	3k2	2x	CC
33	Expunger Grenades	12"	3k3	2x	Ex
48	Hellfire Flamethrower	12"	4k3	3x	Bu
34	Anointer Needle Rifle	30"	3k3	-	-
42	Gracesaver Fusion Rifle	24"	3k2	2x	Li
42	Antithesis Grenade Launcher	18"	4k3	2x	Ex



Scarlet Brethren Laity Cell

Laity are armed with a close combat weapon and a ranged weapon from the Laity Arsenal. Glorificants are armed with a close combat weapon from the Glorificant Arsenal and a Trump of God.

A Laity cell may include a Chaste transferred from a Chaste cell, if taken, in addition to or instead of its Glorificant. (see The Chaste listing)

Qty	PP	Description	T	Mv	Df	Mn	CR
3-10	14	Laity	T	9"	2k1	3k2	-
0-1	26	Glorificant	T	9"	2k2	3k3	6"

Laity Arsenal						
WP	Description	R	AV	AE	AET	
8	Brawling	-	2k2	-	-	
12	Chainsaw*	-	3k3	-	-	
18	Smitty & Westhall Pistol	12"	2k2	-	-	
27	Shotgun	12"	2k2	2x	Bu	
22	Hunting Rifle	18"	2k2	-	-	
30	Burning Moonshine	12"	3k2	2x	Ex	

* Chainsaw armed Laity never carry any ranged weapon except a Pistol.

Glorificant Arsenal						
WP	Description	R	AV	AE	AET	
15	Combat Training	-	3k2	2x	CC	
18	Spear of Destiny <i>Long</i>	-	3k3	-	-	
14	Sword of Valor	-	4k3	-	-	
60	Trump of God	24"	3k3	3x	Bu	

Scarlet Brethren Gathering Truck

Gathering Trucks are armed with Studded Tires, Smitty & Westhall Pistols, Double-barrelled Shotguns, Hunting Rifles, and Burning Moonshine.

Qty	PP	Description	T	Mv	Df	Mn	CR
1	92	Gathering Truck	H	15"	5k5	4k4	-

Gathering Truck Arsenal						
WP	Description	R	AV	AE	AET	
32	Studded Tires	-	4k4	3x	CC	
48	Smitty & Westhall Pistols	12"	4k3	3x	Bu	
90	Double-barrelled Shotguns	18"	4k4	4x	Bu	
64	Hunting Rifles	24"	4k3	3x	Bu	
88	Burning Moonshine <i>High Explosive, Immolation</i>	12"	4k3	4x	Ex	



Scarlet Brethren The Chaste Cell

The Chaste are always deployed in cells of six led by a Scourge unless they are used to lead cells of Laity or Deliverers. A Chaste may be added to a Laity or Deliverer cell as its leader. This Chaste is then removed from the Chaste cell. No more than four Chaste may be transferred in this way, each to a separate Laity or Deliverer cell. (see Laity and Deliverer listings)

Each Chaste and Scourge may be armed differently. Each is armed with a close combat weapon, Expunger Grenades and another weapon from the Chaste Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
6	79	Chaste <i>Inspiring Example, Butthole Sergeant</i>	E	12"	4k3	5k4	6"
1	87	Scourge <i>Inspiring Example, Butthole Sergeant, Tough</i>	E	12"	4k3	5k4	8"

Chaste Arsenal

WP	Description	R	AV	AE	AET
30	Purity Censer <i>Long</i>	-	3k3	3x	CC
24	Hammer of Justice <i>Multiprofile</i>	-	3k2 4k3	3x -	CC -
20	Staff of Light <i>Long</i>	-	4k3	-	-
21	Sword of Benificence	-	4k3	2x	CC
33	Expunger Grenades	12"	3k3	2x	Ex
36	Inoculator Laser Rifle	30"	4k3	-	-
60	Hellfire Flamethrower	18"	4k4	3x	Bu
48	Sanitizer Plasmagun	24"	4k3	2x	Bu
48	Deathblessing Grenade Launcher	24"	4k3	2x	Ex

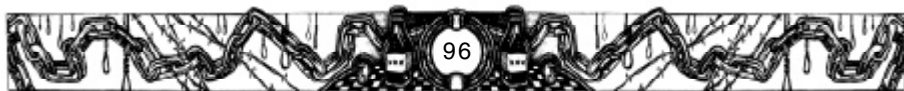
Scarlet Brethren Visionary

Visionaries are armed with Snake Handling, and two Special Powers from the Visionary Arsenal. A Visionary may use *Multiprofile* to take multiple Special Powers in a single slot.

PP	Description	T	Mv	Df	Mn	CR
50	Visionary	C	9"	4k3	4k4	7"

Visionary Arsenal

WP	Description	R	AV	AE	AET
36	Snake Handling <i>Long, Poisoned</i>	-	3k3	2x	CC
26	SP: See the Future	-	4k3	-	-
36	SP: Guide Attack	12"	4k4	-	-
40	SP: Illuminate Enemy	24"	4k3	-	-
43	SP: Astral Projection	30"	4k4	-	-

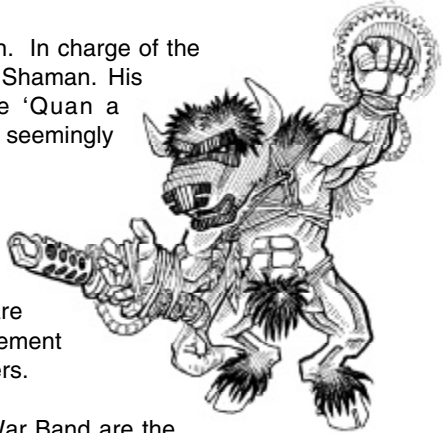


Vengequan Force Structure

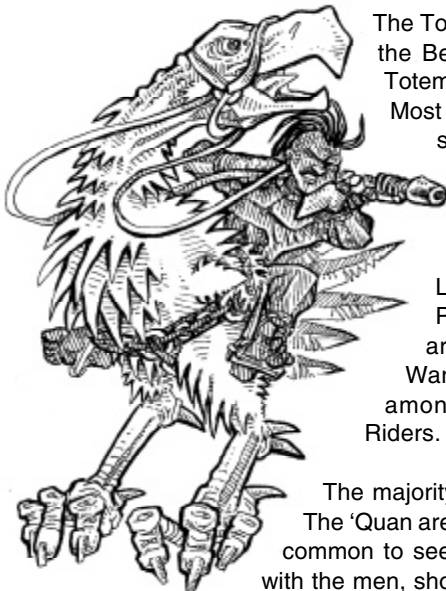
The Vengequan nation engages in the defense of its lands and the acquisition of more territory in a surprisingly structured way. A Chief ultimately leads a 'Quan War Band. While the Chiefs sit upon a great council with the Elders and plan out the growth of the nation, they also make sure that these plans are carried out. They organize their forces to carefully anticipate every need.

Servings under the Chief are the Shaman. In charge of the fighting force of the War Band is the Battle Shaman. His powers and skills make him and the 'Quan a galvanized fighting force that belies their seemingly inferior armaments.

Along side the Battle Shaman is the Tech Shaman who is responsible for War Band's weaponry and mechanized support. His expertise in modern warfare and building make him an excellent replacement for the reliance on the French arms dealers.



Looking after the spiritual needs of the War Band are the Spirit Shaman. These men and women have attained union with one of the Earth Spirits and have developed amazing, seemingly magical powers through this association. Their presence, always welcomed by a War Band, ensures great destruction will be wrought on their enemies through their summonings.



The Totem Shaman, attuned with the Manitous of the Beasts, lead their dedicated followers, the Totem Warriors, in powerful and deadly squads. Most formidable of their various powers are their shapeshifting abilities and unpredictable natures.

The Beast Shaman is the one who summons up the chosen Animals of the Land and trains them to serve the Great Pattern. 'Quan warriors, specially trained, are bonded to their mounts and serve the War Band in a variety of ways. Most common among these beast squads are the Kashan Riders.

The majority of the War Band is comprised of 'Quan. The 'Quan are all trained to fight for the War Band, so it is common to see women of the tribe fighting side by side with the men, showing as much capability for combat.

Vengequan Force List Selection

In addition to the basic rules for force selection, the Vengequan Tribe:

May only include one Chief.

May only include one of each type of Totem Shaman.

Vengequan Chief

The Chief is armed with the Dance of Blades, a WindDancer Rocket Pistol, the Spirit Walk Special Power, and the Banish Manitou Special Power.

Qty	PP	Description	T	Mv	Df	Mn	CR
	99	Chief	C	15"	5k4	A	10"
		<i>Stealthy, Frenzied, Dodge, Slippery</i>					

Chief Arsenal

WP	Description	R	AV	AE	AET
34	Dance of Blades	-	4k3	3x	CC
	<i>Long</i>				
51	WindDancer Rocket Pistol	24"	4k4	2x	Ex
43	SP: Spirit Walk (Teleport)	18"	4k3	-	-
56	SP: Banish Manitou	24"	5k5	-	-

Vengequan Battle Shaman

Battle Shaman are armed with a Desert Wolf Laser Pistol, a Scorpion Tomahawk Saw, and two Special Powers selected from the Battle Shaman Arsenal. Battle Shaman may use *Multiprofile* to combine multiple Special Powers into a single slot.

PP	Description	T	Mv	Df	Mn	CR
67	Battle Shaman	C	12"	4k4	4k3	7"
	<i>Frenzied, Dodge, Slippery, Inspiring Example</i>					

Battle Shaman Arsenal

WP	Description	R	AV	AE	AET
12	Scorpion Tomahawk Saw	-	3k3	-	-
26	Desert Wolf Laser Pistol	18"	3k3	-	-
37	SP: War Chant	24"	4k3	-	-
39	SP: War Cry (Terror)	18"	5k5	-	-
22	SP: Summon Rabbit Manitou	-	4k3	-	-
25	SP: Pounding Rage	6"	4k3	-	-
25	SP: Strength of Tortoise	6"	4k3	-	-
27	SP: Bless Weapon	6"	4k4	-	-
34	SP: Sacred Bundle (Shield)	12"	4k3	-	-



Vengequan Tech Shaman

A Tech Shaman is armed with a Desert Wolf Heavy Laser, Spirit Touch, and two other weapons or Special Powers from the Tech Shaman Arsenal. The Tech Shaman may use *Multiprofile* to combine multiple weapons or Special Powers into a single slot.

Qty	PP	Description	T	Mv	Df	Mn	CR
	77	Tech Shaman	C	12"	4k3	5k4	8"
		<i>Charmed, Lurker, Scrounger</i>					

Tech Shaman Arsenal

WP	Description	R	AV	AE	AET
14	Spirit Touch	-	4k3	-	-
63	Desert Wolf Heavy Laser	30"	5k5	2x	Li
25	Banish Machine Manitou	12"	5k4	-	-
	<i>Cybernetic Only</i>				
88	Summon Deathgears	18"	4k3	4x	Ex
	<i>High Explosive</i>				
68	Totem Horror	18"	4k3	3x	Bu
	<i>Mental Attack</i>				
38	SP: Jinx Mechanism	18"	4k4	-	-
34	SP: Guide	12"	4k3	-	-
21	SP: Restore Vehicle Manitou	-	4k4	-	-
34	SP: Summoning (Kachina Dolls)	12"	4k3	-	-

Kachina Doll

Kachina Dolls are armed with a Tomahawk (x3).

Qty	PP	Description	T	Mv	Df	Mn	CR
1	38	Kachina Doll	L	9"	2k2	A	-
		<i>Summoned</i>					

WP	Description	R	AV	AE	AET
30	Tomahawk	-	2k2	3x	CC
	<i>Very Long, Highly Accurate</i>				



Vengequan Spirit Shaman

Spirit Shaman are armed with a Spirit Totem Staff and up to three weapons or Special Powers from the Spirit Shaman Arsenal. Spirit Shaman may use *Multiprofile* to combine multiple Special Powers into a single slot. Each Spirit Shaman chooses a spirit type and selects all his Special Powers from that one group.

Each Spirit Shaman has a Shapechanger edge, allowing them to change into the appropriate Elemental Spirit. So a Mountain Shaman picks from the Mountain Shaman list of Special Powers and shapechanges into a Mountain Spirit.

PP	Description	T	Mv	Df	Mn	CR
66	Spirit Shaman <i>Shapechanger (Elemental Spirit)</i>	C	12"	4k4	4k4	8"

Spirit Shaman Arsenal

WP	Description	R	AV	AE	AET
21	Spirit Totem Staff	-	4k3	2x	CC

Mountain Shaman:

40	SP: Earth Sense	24"	4k3	-	-
37	SP: Tremors (Terror)	18"	5k4	-	-
32	Shockwave	24"	4k3	-	-
25	SP: Stone Skin	6"	4k3	-	-
60	Stone Rain	12"	5k5	3x	Ex
34	SP: Remove Earthen Barrier	12"	4k3	-	-

Lightning Shaman:

32	SP: Wall of Fire	12"	4k3	-	-
38	Lightning Strike	24"	5k5	-	-
48	Ball Lightning	12"	4k3	3x	Li
24	SP: Static Charge	-	4k3	-	-

Wind Shaman:

35	SP: Invisibility	6"	4k3	-	-
29	SP: Howling Wind (Terror)	12"	4k3	-	-
84	Wind of a Thousand Cuts	12"	5k4	4x	Ex
34	Fist of Air	24"	4k4	-	-
32	SP: Wall of Air	12"	4k3	-	-
33	SP: Whispering Wind (Speaking in Tongues)	18"	4k3	-	-

Rain Shaman:

37	SP: Summon Neriad (Astral Projection)	24"	4k3	-	-
56	Hailstones	12"	5k4	3x	Ex
37	SP: Wave	24"	4k3	-	-
45	SP: Summon Rain Storm	36"	4k3	-	-
34	SP: Battering Waves	12"	4k4	-	-



Vengequan Elemental Spirit

There are four types of Elemental Spirits, each the alternate form of a Spirit Shaman. These may not be taken as separate figures. Spirit Shaman always begin the game in their human form.

The Mountain Elemental is armed with Fist (x2) and Stomp. The Lightning Elemental is armed with a Lightning Bolt, Chain Lightning, and Electric Shock (x2). The Wind Elemental is armed with Hurricane, Battering Force (x2). The Rain Elemental is armed with Drown (x3).

PP	Description	T	Mv	Df	Mn	CR
98	Mountain Elemental Spirit <i>Shapechanger (Spirit Shaman)</i>	H	9"	6k5	4k4	-
68	Lightning Elemental Spirit <i>Shapechanger (Spirit Shaman)</i>	M	12"	4k4	4k4	-
82	Wind Elemental Spirit <i>Shapechanger (Spirit Shaman)</i>	L	24"	5k5	4k4	-
92	Rain Elemental Spirit <i>Shapechanger (Spirit Shaman)</i>	H	12"	5k4	4k4	-

Elemental Spirit Arsenal						
WP	Description	R	AV	AE	AET	
20	Fist	-	5k5	-	-	
14	Stomp	-	4k3	-	-	
34	Lightning Bolt	24"	4k4	-	-	
102	Chain Lightning	18"	5k5	4x	Li	
14	Electric Shock	-	4k3	-	-	
94	Hurricane	24"	3k3	4x	Ex	
	<i>High Explosive</i>					
18	Battering Force	-	3k3	2x	CC	
28	Drown	-	4k4	-	-	
	<i>Immolation</i>					

Vengequan Totem Shaman

One Totem Shaman may be added to any unit of Totem Warriors or 'Quan. (see *Totem Warriors* and 'Quan listings.)

All Totem Shaman use the same basic profile, but use weapons based on their selected totem. Each has the *Shapechanger* edge to turn into their corresponding Totem Animal. So the Bear Totem Shaman uses the Bear Totem weapons and may change into a Bear Totem Animal.

PP	Description	T	Mv	Df	Mn	CR
60	Totem Shaman	E	12"	3k3	4k4	7"
	<i>Shapechanger (Totem Animal), Totem Leader</i>					

WP	Description	R	AV	AE	AET
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Bear:

12	Bear Claws	-	3k3	-	-
132	Earthshaker Fusion Cannon	36"	5k4	4x	Li

Boar:

18	Raging Tusks	-	3k3	2x	CC
32	Morgan Pain Pistol	24"	4k3	-	-
32	Morgan Pain Pistol	24"	4k3	-	-

Bison:

12	Horn Gore	-	3k3	-	-
16	Desert Wolf Assault Saw	-	4k4	-	-
51	Krieg II Forearm Cannon	24"	4k4	2x	Bu

Lizard:

30	Fetish Staff <i>Long</i>	-	4k4	2x	CC
36	Heatwave Scorcher	12"	4k3	2x	Li
33	Spirit Wrack Grenades	12"	3k3	2x	Ex

Raven:

12	Totem Wand	-	3k3	-	-
36	Wrist Laser	24"	5k4	-	-
29	Blow Gun <i>Poisonous</i>	12"	4k3	-	-

Wolf:

14	Desert Wolf Assault Saw	-	4k3	-	-
14	Desert Wolf Assault Saw	-	4k3	-	-
36	Double-Barrelled Shotgun	12"	4k3	2x	Bu



Vengequan Totem Animals

There are several types of Totem Animals, each the alternate form of a Totem Shaman. These may not be taken as separate figures. Totem Shaman always begin the game in their human form.

Bears are armed with Bear Claw (x2). Boars are armed with Boar Tusks (x2). Bisons are armed with Bison Horns (x2). Lizards are armed with Lizard Bite and Lizard Spit. Ravens are armed with Raven Beak & Claws (x2). Wolves are armed with Wolf Bite (x2).

PP	Description	T	Mv	Df	Mn	CR
56	Bear Totem Animal <i>Shapechanger (Totem Shaman)</i>	L	9"	4k4	4k4	-
54	Boar Totem Animal <i>Shapechanger (Totem Shaman)</i>	L	12"	4k3	4k4	-
56	Bison Totem Animal <i>Shapechanger (Totem Shaman)</i>	L	9"	4k4	4k4	-
50	Lizard Totem Animal <i>Shapechanger (Totem Shaman)</i>	L	12"	3k3	4k4	-
59	Raven Totem Animal <i>Shapechanger (Totem Shaman), Flight</i>	L	18"	3k2	4k4	-
54	Wolf Totem Animal <i>Shapechanger (Totem Shaman)</i>	L	15"	3k3	4k4	-

Totem Animal Arsenal

WP	Description	R	AV	AE	AET
12	Bear Claw	-	3k3	-	-
14	Boar Tusks	-	4k3	-	-
14	Bison Horns	-	4k3	-	-
12	Lizard Bite	-	3k3	-	-
18	Lizard Spit	6"	3k3	-	-
12	Raven Beak & Claws	-	3k3	-	-
12	Wolf Bite	-	3k3	-	-

Vengequan Totem Warriors

Totem Warriors are armed with Totem Weapons and Desert Wolf Laser Rifles.

A unit of Totem Warriors must select a Totem that they follow before the beginning of the game. Pick from the list of Totem Shaman. While this has no point cost, it will determine which Totem Shaman may use Totem Leader to increase the Warrior unit's Defense rolls.

Totem Warriors may be led by a Totem Shaman. (see Totem Shaman listing)

Qty	PP	Description	T	Mv	Df	Mn	CR
2-5	38	Totem Warrior <i>Stealthy</i>	T	12"	3k2	4k3	4"

Totem Warrior Arsenal

WP	Description	R	AV	AE	AET
10	Totem Weapons	-	3k2	-	-
28	Desert Wolf Laser Rifle	24"	3k2	-	-

Vengequan 'Quan

'Quan are armed with either a Desert Wolf Assault Weapon and a Desert Wolf Laser Pistol or a Tomahawk and a Desert Wolf Laser Rifle.

'Quan may be led by a Totem Shaman. (see Totem Shaman listing)

Qty	PP	Description	T	Mv	Df	Mn	CR
3-8	24	'Quan <i>Frenzied</i>	T	12"	2k2	3k3	-

'Quan Arsenal

WP	Description	R	AV	AE	AET
8	Tomahawk	-	2k2	-	-
10	Desert Wolf Assault Weapon	-	3k2	-	-
18	Desert Wolf Laser Pistol	12"	2k2	-	-
26	Desert Wolf Laser Rifle	24"	2k2	-	-



Vengequan Iron Bison

The Iron Bison is armed with a Twin-Linked Machine Cannon (x2), Trample, and a Tail Saw.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-2	86	Iron Bison	M	15"	5k5	5k4	8"

Iron Bison Arsenal

WP	Description	R	AV	AE	AET
18	Trample	-	3k3	2x	CC
36	Tail Saw <i>Long</i>	-	5k5	2x	CC
60	Twin-Linked Machine Cannon	30"	5k4	2x	Bu

Vengequan Windriders

Windrider Beast Shaman are armed with a Kashan Peck, a Flashstorm Electrolance close combat attack, and a Flashstorm Electrolance ranged attack.

Windriders are armed with a Kashan Peck, a Flashstorm Electrolance close combat attack, and a Flashstorm Electrolance ranged attack (x2).

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	58	Windrider Beast Shaman <i>Weapon Master</i>	E	18"	3k3	4k4	8"
2-4	42	Windrider	E	18"	3k3	4k3	-

Windrider Arsenal

WP	Description	R	AV	AE	AET
12	Kashan Peck	-	3k3	-	-
26	Flashstorm Electrolance <i>Long, Charging</i>	-	4k3	-	-
30	Flashstorm Electrolance	18"	4k4	-	-



DeadTech Systems Force Structure

The forces of DeadTech Systems are Patrick Delancey's vision of an ultimately loyal soldiery. His Texan facilities troops, while playing down their threat through the western motif, are a very efficient and deadly force that shows no mercy in battle.

The Texan troops have been roughly divided into two general groups with slightly different programming. These are the White Hats that follow a kind of "good guy" theme, and the Black Hats, that, well, don't. The White Hats sacrifice a touch of combat efficiency and skill in favor of a greater willingness to stay in the fight. All DeadTech deployed soldiers have a certain amount of self-preservation circuitry on board to avoid wholesale destruction against overwhelming opponents. Usually, there's quite a look of surprise on the faces of their enemy when a unit of DeadTech "break" and flee. The Black Hats are a little better at the offense, but have greater flee response built in due to the higher investment of resources required.

Black Hat and White Hat forces are similar, in that their composition runs roughly along the same lines. They are lead by the most advanced design, known as either a Marshal or Desperado, capable of directing a force for a long time completely independent of headquarters' involvement. Secondary commanders that report directly to the lead unit are referred to as Sheriffs and Bandits. Some models have recently been known to take advantage of a side research project at DeadTech Texas which has applied nanite technology to horses. These units are mounted and are a formidable group.

The bulk of the combat units are deployed as unit groups. The Outlaws or Deputies use shorter range weaponry, and may occasionally be mounted just as the command units are. Riflemen and Marksmen have been fitted with longer range rifles to provide covering fire and support.

Texas has also produced a number of "unaligned" unit types. The Preachers supplement the capabilities of the Marshals and Desperados and are able to reset an entire unit back into more functional order. The Reapers, another potentially mounted unit, is heavily armed and can induce extreme terror by broadcasting alpha waves at nearby enemy. The Longhorns are fitted with support weaponry in the form of Gatling Cannons and back up the Riflemen quite effectively. In conjunction with DeadTech Aberdeen, a much larger Longhorn Mark II has been created that is even more powerful and is fitted with the same terror technology as the Reapers. Highly mobile gun mounts with limited organic parts known as Pale Riders provide yet another support element to the force.

The DeadTech Aberdeen facility has begun contributing significant forces to the DeadTech cause. Worst of these are the Harvesters that explode in the midst of enemy troops spreading attack nanites that turn the killed enemy into DeadTech soldiers in moments. More common are the Progeny, specially grown children fitted with claws and the capability to kill and convert the enemy in great numbers. Field Actuated Troopers that return with a successful force are often further upgraded to produce the Necrotroopers, who are rapidly bulking out Aberdeen's ranks.

One can only imagine what the newly online Roswell facility will create. Whatever it may be, it won't be pretty.



DeadTech Systems Force List Selection

In addition to the basic rules for force selection, the DeadTech Program:

May only include one Marshal or one Desperado, but not both.

May only include White Hat units (such as Sheriff, Deputy, Marksman) if the force includes a Marshal. May only include a Mounted Sheriff if the force includes a Mounted Marshal. May only include one Mounted Deputy Posse, and only if the force includes a Mounted Sheriff.

May only include Black Hat units (such as Bandit, Outlaw, Rifleman) if the force includes a Desperado. May only include a Mounted Bandit if the force includes a Mounted Desperado. May only include one Mounted Outlaw Gang, and only if the force includes a Mounted Bandit.

DeadTech Systems Marshal (White Hat)

The Marshal may select either profile.

Marshals are armed with Assault v2.5, Shooting Iron v8.42 (x2), and Deadchester Rifle v12.6. Mounted Marshals are armed with Trample, Assault v2.5, Shooting Iron v8.42 (x2), and Deadchester Rifle v12.6.

PP	Description	T	Mv	Df	Mn	CR
89	Marshal <i>Cybernetic, Force Leader</i>	C	12"	5k4	A	10"
101	Mounted Marshal <i>Cybernetic, Force Leader, Weapon Master</i>	C	18"	5k4	A	10"

Marshal Arsenal						
WP	Description	R	AV	AE	AET	
12	Trample	-	3k3	-	-	
18	Assault v2.5	-	3k3	2x	CC	
32	Shooting Iron v8.42	24"	4k3	-	-	
42	Deadchester Rifle v12.6	36"	5k4	-	-	

DeadTech Systems Preacher (Unaligned Texan)

Preachers are armed with Assault v2.0, Shooting Iron v6.3 (x2), and System Reset.

PP	Description	T	Mv	Df	Mn	CR
70	Preacher <i>Cybernetic, Remote Servo-Link</i>	C	12"	3k3	5k5	9"

Preacher Arsenal						
WP	Description	R	AV	AE	AET	
12	Assault v2.0	-	3k3	-	-	
26	Shooting Iron v6.3	18"	3k3	-	-	
35	SP: System Reset	18"	4k4	-	-	



DeadTech Systems Sheriff (White Hat)

The Sheriff may select either profile subject to the force limitations above.

Sheriffs are armed with Assault v2.2, Shooting Iron v7.98 (x3).

Mounted Sheriffs are armed with Trample, Assault v2.2, Shooting Iron v7.98 (x3).

PP	Description	T	Mv	Df	Mn	CR
74	Sheriff <i>Cybernetic, Chain of Command</i>	C	12"	4k4	5k5	9"
86	Mounted Sheriff <i>Cybernetic, Chain of Command, Weapon Master</i>	C	18"	4k4	5k5	9"

Sheriff Arsenal

WP	Description	R	AV	AE	AET
12	Trample	-	3k3	-	-
12	Assault v2.2	-	3k3	-	-
28	Shooting Iron v7.98	18"	4k3	-	-

DeadTech Systems Deputy Posse (White Hat)

Deputies are armed with Assault v1.6 and Sixgun v3.7 (x2).

Deputized Hands are armed with Assault v1.2 and Sixgun v3.7.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	46	Deputy <i>Cybernetic</i>	E	9"	3k2	5k4	8"
3-8	24	Deputized Hand <i>Cybernetic</i>	T	9"	2k2	4k3	-

Deputy Arsenal

WP	Description	R	AV	AE	AET
8	Assault v1.2	-	2k2	-	-
10	Assault v1.6	-	3k2	-	-
22	Sixgun v3.7	18"	2k2	-	-



DeadTech Systems Mounted Deputy Posse (White Hat)

Mounted Deputies are armed with Trample, Assault v1.6 and Sixgun v3.7 (x2).

Mounted Deputized Hands are armed with Trample, Assault v1.2 and Sixgun v3.7.

	PP	Description	T	Mv	Df	Mn	CR
0-1	60	Mounted Deputy <i>Cybernetic, Weapon Master</i>	E	15"	3k3	5k4	8"
3-8	36	Mounted Deputized Hand <i>Cybernetic</i>	E	15"	3k2	4k3	-

Mounted Deputy Arsenal

WP	Description	R	AV	AE	AET
8	Trample	-	2k2	-	-
8	Assault v1.2	-	2k2	-	-
10	Assault v1.6	-	3k2	-	-
22	Sixgun v3.7	18"	2k2	-	-

DeadTech Systems Marksman Posse (White Hat)

Marksmen and Lead Marksmen are armed with Assault v1.0 and Deadchester Rifle v9.0.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	32	Lead Marksman <i>Cybernetic</i>	T	9"	2k2	4k3	7"
2-5	24	Marksman <i>Cybernetic</i>	T	9"	2k2	4k3	-

Marksman Arsenal

WP	Description	R	AV	AE	AET
6	Assault v1.0	-	2k1	-	-
32	Deadchester Rifle v9.0	30"	3k2	-	-



DeadTech Systems Desperado (Black Hat)

The Desperado may select either profile.

Desperados are armed with Assault v2.65, Shooting Iron v8.42 (x2), and Deadchester Rifle v12.2.

Mounted Desperados are armed with Trample, Assault v2.65, Shooting Iron v8.42 (x2), and Deadchester Rifle v12.2.

PP	Description	T	Mv	Df	Mn	CR
81	Desperado <i>Cybernetic, Force Leader</i>	C	12"	5k4	5k5	10"
93	Mounted Desperado <i>Cybernetic, Force Leader, Weapon Master</i>	C	18"	5k4	5k5	10"

Desperado Arsenal

WP	Description	R	AV	AE	AET
12	Trample	-	3k3	-	-
21	Assault v2.65	-	4k3	2x	CC
32	Shooting Iron v8.42	24"	4k3	-	-
38	Deadchester Rifle v12.2	30"	4k4	-	-

DeadTech Systems Bandit (Black Hat)

The Bandit may select either profile subject to the force limitations above.

Bandits are armed with Assault v2.2 (x2), Shooting Iron v7.98 (x2).

Mounted Bandits are armed with Trample, Assault v2.2, Shooting Iron v7.98 (x3).

PP	Description	T	Mv	Df	Mn	CR
70	Bandit <i>Cybernetic, Chain of Command</i>	C	12"	4k4	5k4	8"
82	Mounted Bandit <i>Cybernetic, Chain of Command, Weapon Master</i>	C	18"	4k4	5k4	8"

Bandit Arsenal

WP	Description	R	AV	AE	AET
12	Trample	-	3k3	-	-
12	Assault v2.2	-	3k3	-	-
32	Shooting Iron v7.98	18"	4k3	-	-



DeadTech Systems Outlaw Gang (Black Hat)

Gunslingers are armed with Assault v2.0 and Sixgun v3.7 (x2).

Outlaws are armed with Assault v1.6 and Sixgun v3.7.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	40	Gunslinger <i>Cybernetic</i>	E	9"	3k2	4k4	7"
3-8	22	Outlaw <i>Cybernetic</i>	T	9"	2k2	3k3	-

Deputy Arsenal

WP	Description	R	AV	AE	AET
10	Assault v1.6	-	3k2	-	-
12	Assault v2.0	-	3k3	-	-
22	Sixgun v3.7	18"	2k2	-	-

DeadTech Systems Mounted Outlaw Gang (Black Hat)

Mounted Gunslingers are armed with Trample, Assault v2.0 and Sixgun v3.7 (x2).

Mounted Outlaws are armed with Trample, Assault v1.6 and Sixgun v3.7.

	PP	Description	T	Mv	Df	Mn	CR
0-1	54	Mounted Gunslinger <i>Cybernetic, Weapon Master</i>	E	15"	3k3	4k4	7"
3-8	34	Mounted Outlaw <i>Cybernetic</i>	E	15"	3k2	3k3	-

Mounted Outlaw Arsenal

WP	Description	R	AV	AE	AET
8	Trample	-	2k2	-	-
10	Assault v1.6	-	3k2	-	-
12	Assault v2.0	-	3k3	-	-
22	Sixgun v3.7	18"	2k2	-	-

DeadTech Systems Harvester (Aberdeen)

Harvesters are armed with an Attack Nanite System.

PP	Description	T	Mv	Df	Mn	CR
60	Harvester	C	15"	3k3	A	-

WP	Description	R	AV	AE	AET
77	Attack Nanite System <i>High Explosive, Attack Nanite System</i>	-	4k4	4x	Ex



DeadTech Systems Rifleman Gang (Black Hat)

Riflemen and Lead Riflemen are armed with Assault v1.2 and Deadchester Rifle v9.4.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	30	Lead Rifleman <i>Cybernetic</i>	T	9"	2k2	4k3	6"
2-5	22	Rifleman <i>Cybernetic</i>	T	9"	2k2	3k3	-

Rifleman Arsenal

WP	Description	R	AV	AE	AET
8	Assault v1.2	-	2k2	-	-
30	Deadchester Rifle v9.0	24"	3k3	-	-

DeadTech Systems Reaper (Unaligned Texan)

Reapers may select either profile.

Reapers are armed with Deathscythe v6.66 close combat attack (x2), Deathscythe v6.66 ranged attack, and Terror.

PP	Description	T	Mv	Df	Mn	CR
60	Reaper <i>Cybernetic, Terrifying, Tough</i>	C	12"	4k3	A	-
86	Mounted Reaper <i>Cybernetic, Terrifying</i>	C	18"	4k4	A	-

Reaper Arsenal

WP	Description	R	AV	AE	AET
27	Deathscythe v6.66 <i>Long</i>	-	4k3	2x	CC
34	Deathscythe v6.66	24"	4k4	-	-
43	SP: Terror	24"	5k5	-	-



DeadTech Systems Longhorn (Unaligned Texan)

Longhorns may be deployed singly or in units of one to three. If deployed in a unit of two or three, the unit must include a Control Longhorn. Longhorns are armed with Assault v1.2 and Gatling Cannon v3.96 (x2).

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	66	Control Longhorn	L	9"	4k4	5k5	8"
1-2	56	Longhorn	L	9"	4k4	5k5	-

Longhorn Arsenal

WP	Description	R	AV	AE	AET
8	Assault v1.2	-	2k2	-	-
57	Gatling Cannon v3.96	30"	4k4	2x	Bu

DeadTech Systems Longhorn Mark II (Unaligned Texan)

Longhorns Mark II may be deployed singly or in pairs. If deployed in a pair, the unit must include a Control Longhorn Mark II. Longhorns Mark II are armed with Assault v2.0, Gatling Cannon v4.55 (x2), and Terror.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	110	Control Longhorn Mark II <i>Terrifying</i>	M	12"	5k5	A	10"
1	96	Longhorn Mark II <i>Terrifying</i>	M	12"	5k5	A	-

Longhorn Mark II Arsenal

WP	Description	R	AV	AE	AET
12	Assault v2.0	-	3k3	-	-
88	Gatling Cannon v4.55	36"	5k4	3x	Bu
29	SP: Terror	12"	4k3	-	-

DeadTech Systems Necrotrooper (Aberdeen)

Necrotroopers and Control Necrotroopers are armed with Assault v2.0 and Hypervelocity Rifle v2.3.

A Control Necrotrooper may be added to a unit of Progeny as its leader (see Progeny.)

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	53	Control Necrotrooper <i>Cybernetic, Sole Survivor</i>	E	12"	3k3	5k4	8"
2-5	43	Necrotrooper <i>Cybernetic, Sole Survivor</i>	E	12"	3k3	4k4	4"

WP	Description	R	AV	AE	AET
12	Assault v2.0	-	3k3	-	-
40	Hypervelocity Rifle v2.3	36"	4k3	-	-



DeadTech Systems Pale Rider (Unaligned Texan)

Pale Riders may be deployed singly or in pairs. If deployed in a pair, the unit must include a Control Pale Rider. Pale Riders are armed with Assault v2.0, Gatling Cannon v3.96, and two other ranged weapons from the Pale Rider Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	86	Control Pale Rider	M	15"	5k4	5k5	8"
1	76	Pale Rider	M	12"	5k4	5k5	-

Pale Rider Arsenal

WP	Description	R	AV	AE	AET
12	Assault v2.0	-	3k3	-	-
57	Gatling Cannon v3.96	30"	4k4	2x	Bu
32	Molecular Disruptor v1.0	24"	4k3	-	-
42	Flamethrower v1.0	18"	4k3	2x	Bu
42	Grenade Launcher v1.0	18"	4k3	2x	Ex
60	Fusion Cannon v1.0	24"	3k3	3x	Li

DeadTech Systems Progeny (Aberdeen)

Progeny are armed with Servoclaws and Actuate Casualty.

A unit of Progeny may be led by a single Control Necrotrooper (see Necrotrooper listing).

Qty	PP	Description	T	Mv	Df	Mn	CR
4-12	12	Progeny <i>Cybernetic</i>	T	12"	1k1	2k2	-

WP	Description	R	AV	AE	AET
12	Servoclaws	-	3k3	-	-
24	SP: Actuate Casualty	-	4k3	-	-

DeadTech Systems Field Actuated Trooper (Aberdeen)

Field Actuated Troopers are armed with Assault v1.2 and Basic Targeting v1.73.

A unit of Field Actuated Troopers may be led by a single Control Necrotrooper (see Necrotrooper listing).

Qty	PP	Description	T	Mv	Df	Mn	CR
3-5	19	Field Actuated Trooper <i>Cybernetic, Sole Survivor</i>	T	9"	2k2	2k2	-

WP	Description	R	AV	AE	AET
8	Assault v1.2	-	2k2	-	-
22	Basic Targeting Routine v1.73	18"	2k2	-	-



Mutant Force Structure

There are four basic types of Mutant trooper known today. The most common are the Freak Legions, mutants that have survived adolescence in the Hot Zones and serve the Horde in any way they can. Ferals are those Mutants who have lost the ability to reason beyond that of an animal. They are savage and always moving in a frenetic rage. The Frothers, formerly known as Orglings, make up part of many Hordes where Barrage's Proselytizers have recruited them. They fight with a renewed zeal having found a new home, albeit a lowly one, amid the Mutants. The Fiends are former Frothers have undergone the Terrorigenesis Process of Barrage and evolved better for it. They are mutated and smart, a surprising mix for the lowest of the Hordes.

When the Hordelings have racked up sufficient skill and kills, they are promoted to the rank of Dog Soldier, a term that meets with both fear and concern amid the Horde. Dog Soldiers run in their own groups led by Prowlers.

A Dominator or Dominatrix, the supreme masters of the Horde, command the Horde. Their will is so strong and their presence so absolute that it rules the entire force. They do this with the aid of their Overseers and the Standard Bearers. It is their responsibility to carry the will of their masters on the field. It is a complicated system of verbal and visual signals, but the Horde is trained to rely on the cues provided by the Standard Bearers and the Overseers to make its advances.

Pack Masters command the nearly uncontrollable Ferals. They are the will that makes these near beasts work in concert. In combat they favor the scourge as a weapon and use it with wicked delight on both the Ferals and their opponents.

Prowlers are promoted Fiends that have undergone even more training and Terrorigenesis treatments making them silent and deadly assassins who will lead units of Dog Soldiers into battle to supplement the command of the Overseers. Those Fiends that succumb to the dementia of the Terrorigenesis Process frequently end up as Berserkers, lumbering, mindless juggernauts possessed of the Blood Rage and an insatiable thirst for destruction.

The Dark Wing Guard are a newly seen force within the Hordes. They are comprised of the best fliers in the Horde and are trained for aerial assault and reconnaissance. Also new to the Horde is the Blood Guard, a specific creation of the OverMaster Barrage. These Mutants, usually women, serve as personal bodyguards for the Hordes Dominators and Dominatrixes and will defend them with their lives.

Proselytizers are servants of the Overmaster that scour the lands for displaced Orglings to convert. They are traditionally found in the company of Frothers.

Force support is provided to the Mutant Hordes through the Horde Gunners, Fiends whose gargantuan size has made them ideal for carrying heavy weaponry, and the Mutant Cavalry, who ride giant lobotomized Berserkers.

Worst among the Hordes arsenal is the DoomBringer, a massive cannon so heavy it must be pulled by teams of Mutants. The DoomBringer is a rare find in any Horde yet a find that seems to confirm the fears of the Megacom statisticians.

Mutant Force List Selection

In addition to the basic rules for force selection, the Mutant Horde:

May only include one Dominator.

May only include one Dominatrix.

Must include a Dominator or a Dominatrix or both. Either the Dominator or the Dominatrix (but not both) must take the edge *Force Leader*.

May only include Suicide Frothers and Frother Hovertanks if the force also includes at least one unit of Frothers.

Mutant Dominator

The Dominator is armed with Slice, Dice, and a ranged weapon (x2) from the Dominator Arsenal.

PP	Description	T	Mv	Df	Mn	CR
101	Dominator <i>Tough, Random Mutation (x3)</i>	C	12"	5k4	A	10"

Dominator Arsenal

WP	Description	R	AV	AE	AET
28	Slice <i>Poisoned</i>	-	4k4	-	-
27	Dice	-	5k4	2x	CC
28	Slaggerbolt Pistol	18"	4k3	-	-
36	Flame Pistol	12"	4k3	2x	Bu
30	Fusion Pistol	24"	3k3	-	-

Mutant Dominatrix

The Dominatrix is armed with a Blood Scourge, a Lacerator Hand Cannon (x2), and a Lacerator Boltmissile Launcher.

PP	Description	T	Mv	Df	Mn	CR
86	Dominatrix <i>Slippery, Random Mutation (x3)</i>	C	12"	4k4	5k5	10"

WP	Description	R	AV	AE	AET
32	Blood Scourge <i>Long, Poisoned</i>	-	4k3	-	-
34	Lacerator Hand Cannon	24"	4k4	-	-
80	Lacerator Boltmissile Launcher	36"	4k3	3x	Ex



Mutant Overseer

Overseers are armed with a Dark Razor Sword (x2) and a Soul Flayer Autocannon (x2).

PP	Description	T	Mv	Df	Mn	CR
89	Overseer <i>Slippery, Chain of Command, Dodge, Random Mutation (x2)</i>	C	15"	4k4	5k4	10"
WP	Description	R	AV	AE	AET	
32	Dark Razor Sword <i>Long, Poisoned</i>	-	4k3	-	-	
51	Soul Flayer Autocannon	24"	4k4	2x	Bu	

Mutant Banner Bearer

Banner Bearers are armed with a Banner Pole and a Zipgun.

PP	Description	T	Mv	Df	Mn	CR
48	Banner Bearer <i>Chain of Command</i>	C	9"	3k2	2k2	8"
WP	Description	R	AV	AE	AET	
27	Banner Pole <i>Very Long</i>	-	2k1	4x	CC	
16	Zipgun	12"	2k1	-	-	

Mutant Feral Packs

Ferals are armed with Natural Weaponry (x2).

Pack Masters are armed with a Pain Scourge (x2) and a Submissor Cannon.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	51	Pack Master <i>Random Mutation</i>	E	12"	4k3	4k3	7"
3-10	40	Feral <i>Poorly Trained, Stealthy, Eagle Eye, Random Mutation</i>	T	12"	3k2	3k3	-

Feral Arsenal

WP	Description	R	AV	AE	AET
12	Natural Weaponry	-	3k3	-	-
14	Pain Scourge	-	4k3	-	-
51	Submissor Cannon	24"	4k4	2x	Bu



Mutant Freak Legions

For every three Freaks in the Legion, the first is armed with Natural Weaponry (x2). The second will be armed with a Close Assault Weapon and a Scrounged Firearm. The third is armed with a close combat weapon and a ranged weapon from the Freak Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
3-10	23	Freak	T	9"	2k2	3k2	-
		<i>Random Mutation</i>					

WP	Description	R	AV	AE	AET
10	Natural Weaponry	-	3k2	-	-
12	Close Assault Weapon	-	2k2	2x	CC
12	Battle Scourge	-	3k3	-	-
15	Barbed Flail	-	3k2	2x	CC
18	Scrounged Firearm	12"	2k2	-	-
20	Mutilator	12"	3k2	-	-
33	Incinerator	18"	2k2	2x	Bu
26	Disintegrator	24"	2k2	-	-
33	Flayer	18"	2k2	2x	Li
33	Molecular Agitator	18"	2k2	2x	Ex

Mutant Blood Guard

Blood Guard are armed with a Dark Razor Sword (x2) and Mazon Grenades.

PP	Description	T	Mv	Df	Mn	CR
62	Blood Guard	C	15"	4k4	5k5	-
	<i>Slippery, Coup Counter, Random Mutation</i>					

WP	Description	R	AV	AE	AET
34	Dark Razor Sword	-	4k4	-	-
	<i>Long, Poisoned</i>				
48	Mazon Grenades	12"	4k3	3x	Ex

Mutant Berserker Legions

Berserkers are armed with an Unholy Maul (x3).

Qty	PP	Description	T	Mv	Df	Mn	CR
3-6	50	Berserker	E	15"	4k3	A	-
		<i>Frenzied, Blood Rage, Random Mutation</i>					

WP	Description	R	AV	AE	AET
14	Unholy Maul	-	4k3	-	-



Mutant Fiend & Frother Packs

Fiends & Frothers are armed with a close combat weapon and a ranged weapon from the Fiend & Frother Arsenal. Proselytizers are armed with Tentacles (x2) and a Mutilator Pistol. Guardians are armed with a Staff of Penitence, Shoulder Attack Swarm, and a Mutilator Pistol.

The pack may only include a Proselytizer if the pack includes more Frothers than Fiends.

The pack may only include a Guardian if the pack already includes a Proselytizer.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	58	Proselytizer <i>Frother Command</i>	E	12"	4k3	5k4	7"
0-1	46	Guardian <i>Random Mutation (x2)</i>	E	12"	3k3	4k4	-
2-6	19	Fiend <i>Random Mutation</i>	T	9"	2k1	3k2	-
3-8	14	Frother	T	9"	2k1	3k2	-

Proselytizer & Guardian Arsenal						
WP	Description	R	AV	AE	AET	
18	Tentacles <i>Long</i>	-	3k3	-	-	
15	Staff of Penitence <i>Long</i>	-	3k2	2x	CC	
66	Shoulder Attack Swarm	12"	3k3	4x	Ex	
22	Mutilator Pistol		12"	3k3	-	-

Fiend & Frother Arsenal						
WP	Description	R	AV	AE	AET	
12	Battle Scourge	-	3k3	-	-	
15	Barbed Flail	-	3k2	2x	CC	
18	Scrounged Firearm	12"	2k2	-	-	
20	Mutilator	12"	3k2	-	-	
33	Incinerator	18"	2k2	2x	Bu	
26	Disintegrator	24"	2k2	-	-	
33	Flayer	18"	2k2	2x	Li	
33	Molecular Agitator	18"	2k2	2x	Ex	



Mutant Suicide Frother Packs

Suicide Frothers are armed with a 10-Stick Vest.

Qty	PP	Description	T	Mv	Df	Mn	CR
2-5	4	Suicide Frother <i>Kamikaze</i>	T	12"	2k1	2k2	-
WP		Description	R		AV	AE	AET
28		10-Stick Vest	-		4k3	3x	Ex

Mutant Dog Soldier Legions

Dog Soldiers and Prowlers are armed with a close combat weapon and two ranged weapons from the Dog Soldier Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	72	Prowler <i>Stealthy, Eagle Eye, Random Mutation</i>	E	18"	4k3	4k4	8"
2-5	37	Dog Soldier <i>Random Mutation</i>	E	9"	3k3	4k3	-

Dog Soldier Arsenal

WP	Description	R	AV	AE	AET
12	Battle Scourge	-	3k3	-	-
15	Barbed Flail	-	3k2	2x	CC
26	Mutilator	18"	3k3	-	-
36	Incinerator	18"	3k2	2x	Bu
28	Disintegrator	24"	3k2	-	-
36	Flayer	18"	3k2	2x	Li
36	Molecular Agitator	18"	3k2	2x	Ex

Mutant Chemical Worm

The Chemical Worm is armed with Radioactive Spit, Withering Glow, Grappling Spikes, and a Huge Maw.

Qty	PP	Description	T	Mv	Df	Mn	CR
1	82	Chemical Worm	H	9"	5k5	3k3	-
WP		Description	R		AV	AE	AET
12		Grappling Spikes	-		3k3	-	-
35		SP: Huge Maw (Devour)	-		5k5	-	-
64		Radioactive Spit	18"		5k4	3x	Ex
48		Withering Glow	12"		4k3	3x	Bu



Mutant Dark Wing Guard Legions

Dark Wing Guard and Dark Wing Guard Leaders are armed with a close combat weapon and two ranged weapons from the Dark Wing Guard Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	62	Dark Wing Guard <i>Flight, Random Mutation</i>	E	18"	3k3	4k3	8"
2-5	50	Dark Wing Guard <i>Flight, Random Mutation</i>	E	18"	3k3	3k3	-

Dark Wing Guard Arsenal

WP	Description	R	AV	AE	AET
12	Battle Scourge	-	3k3	-	-
15	Barbed Flail	-	3k2	2x	CC
26	Mutilator	18"	3k3	-	-
36	Incinerator	18"	3k2	2x	Bu
28	Disintegrator	24"	3k2	-	-
36	Flayer	18"	3k2	2x	Li
36	Molecular Agitator	18"	3k2	2x	Ex

Mutant Cavalry Legions

Mutant Cavalry may be deployed singly or in units of two or three. Units of more than one Mutant Cavalry must include a Mutant Cavalry Leader.

Mutant Cavalry and Mutant Cavalry Leaders are armed with a Perforator (x2) and a Miserator Cannon.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	67	Mutant Cavalry Leader <i>Random Mutation</i>	L	15"	4k4	4k3	8"
1-2	57	Mutant Cavalry <i>Random Mutation</i>	L	15"	4k4	4k3	-

WP	Description	R	AV	AE	AET
20	Perforator <i>Charging Weapon, Long</i>	-	4k3	-	-
45	Miserator Cannon	24"	3k3	2x	Ex



Mutant Gunner Legions

Mutant Gunners may be deployed singly or in units of two or three. Units of more than one Mutant Gunner must include a Mutant Gunner Leader.

Mutant Gunners and Mutant Gunner Leaders are armed with a Sadistic Rending and a ranged weapon from the Mutant Gunner Arsenal.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	55	Mutant Gunner <i>Random Mutation</i>	L	6"	4k4	4k3	6"

1-2	49	Mutant Gunner <i>Random Mutation</i>	L	6"	4k4	4k3	-
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WP	Description	R	AV	AE	AET
12	Sadistic Rending	-	3k3	-	-
88	Submissor Cannon	36"	5k4	3x	Ex
88	Pulverizer Cannon	36"	5k4	3x	Bu
88	Castigator Cannon	36"	5k4	3x	Li
76	Soulflayer Autocannon	24"	5k5	3x	Bu

Mutant Frother Hovertanks

Frother Hovertanks may be deployed singly or in pairs. Units of more than one Frother Hovertank must include a Command Frother Hovertank.

Frother Hovertanks and Command Frother Hovertanks are armed with Overrun, a Molecular Agitator, and a Perforator Cannon.

Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	64	Command Frother Hovertank	M	15"	4k3	4k3	6"

1	58	Frother Hovertank	M	15"	4k3	4k3	-
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WP	Description	R	AV	AE	AET
18	Overrun	-	3k3	2x	CC
52	Molecular Agitator	18"	3k3	3x	Bu
42	Perforator Cannon	36"	4k4	-	-

